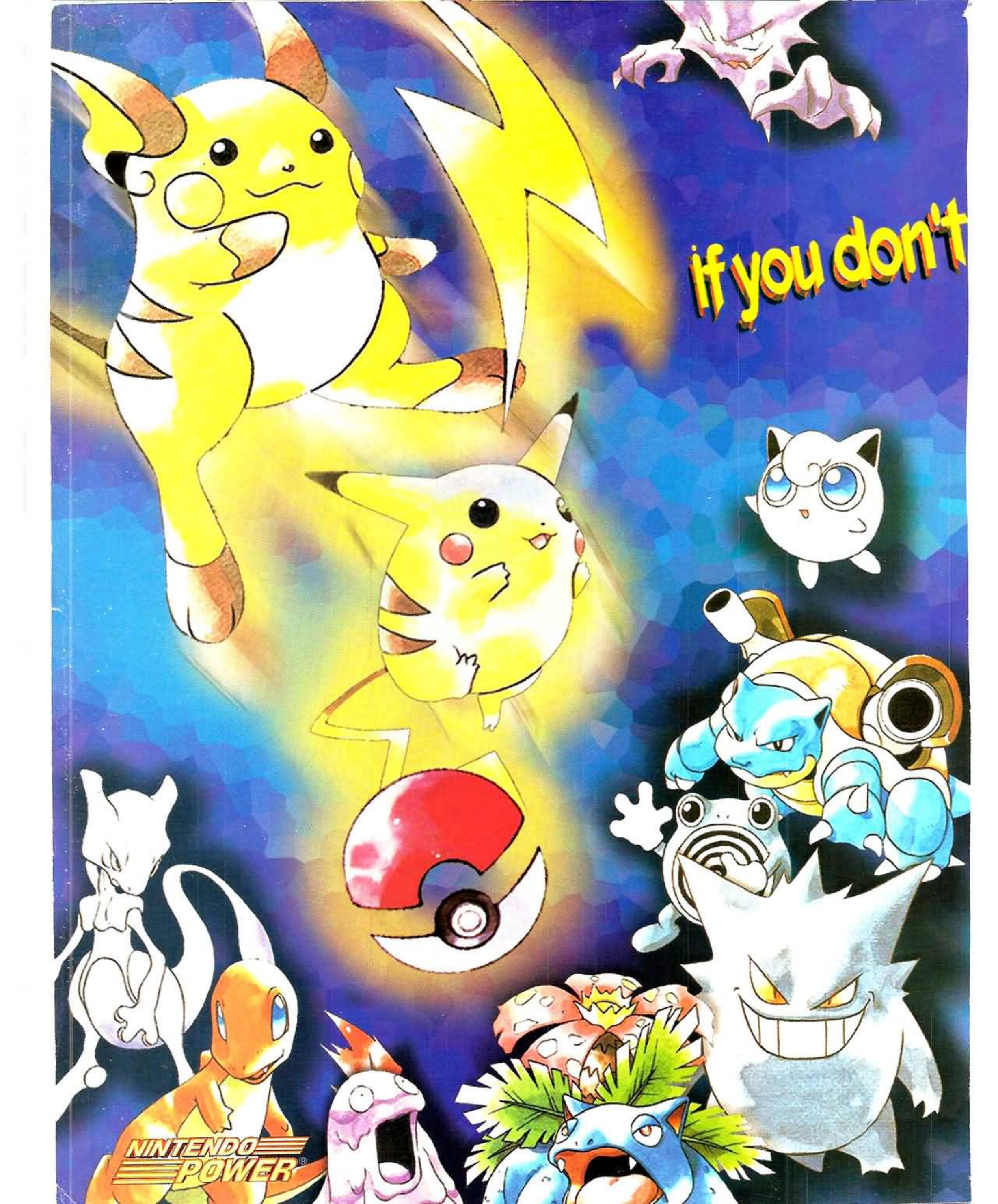


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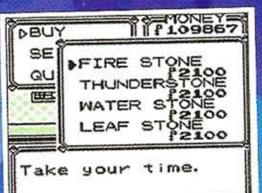


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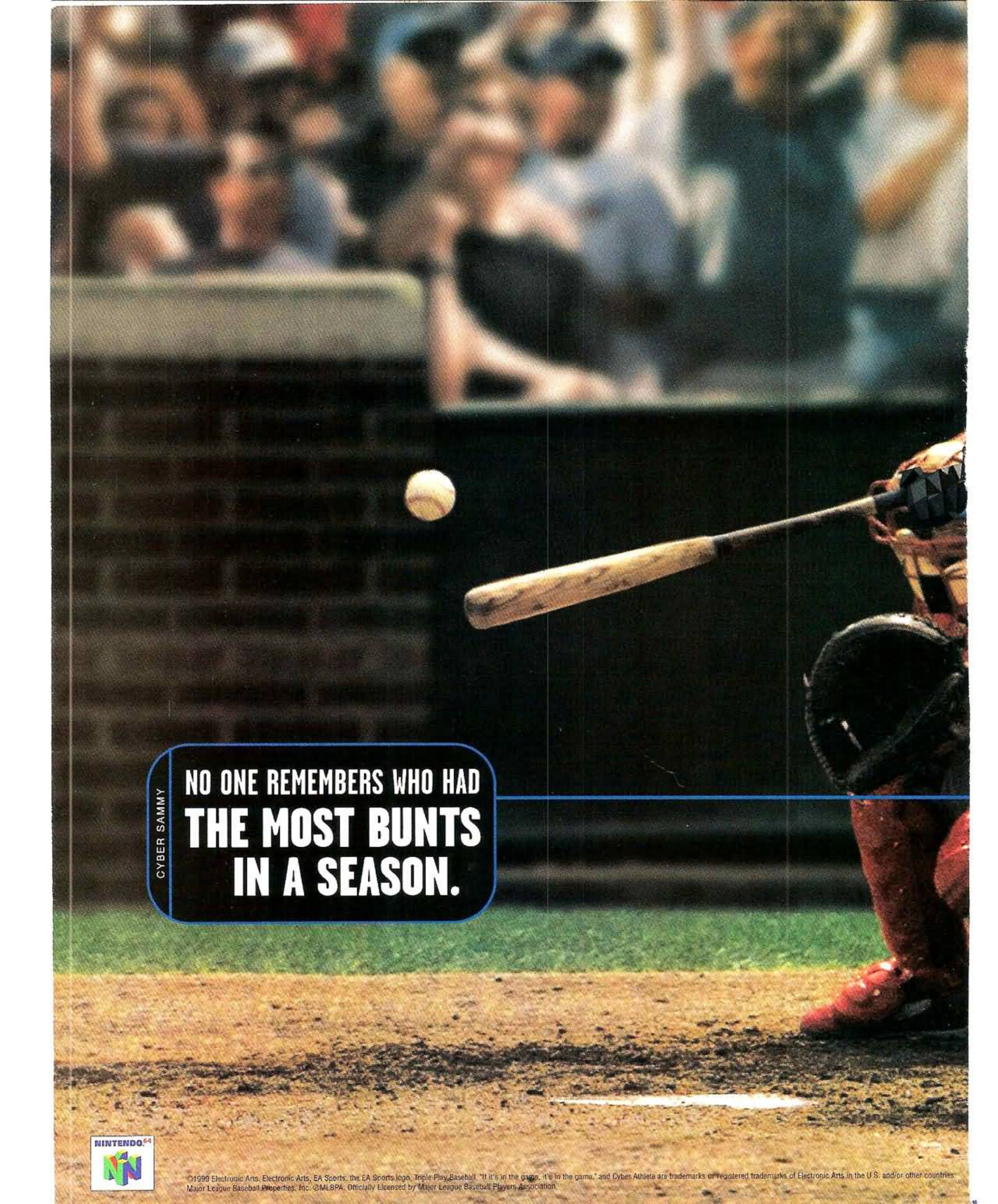
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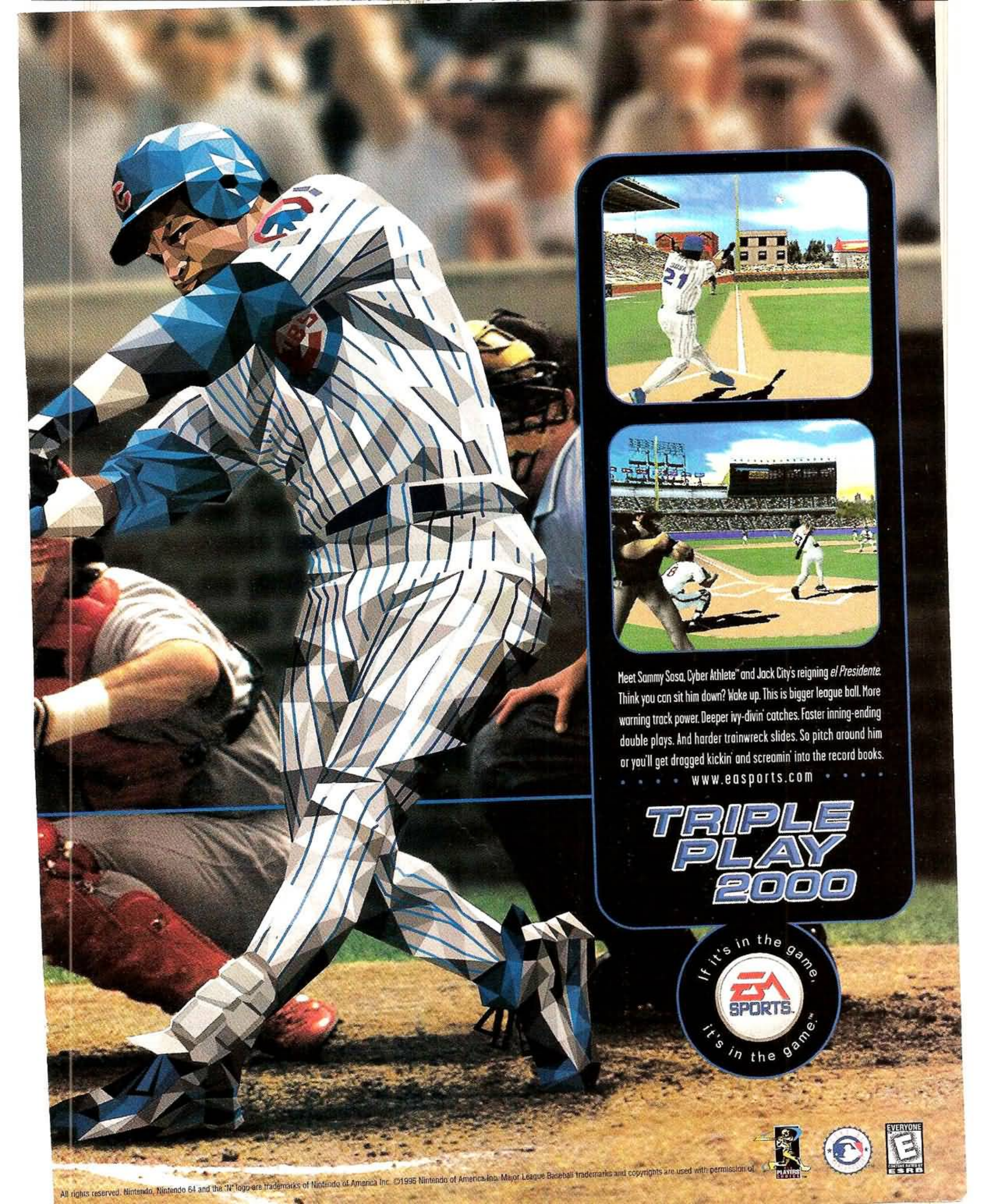
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Be A Man And Stand Tall.

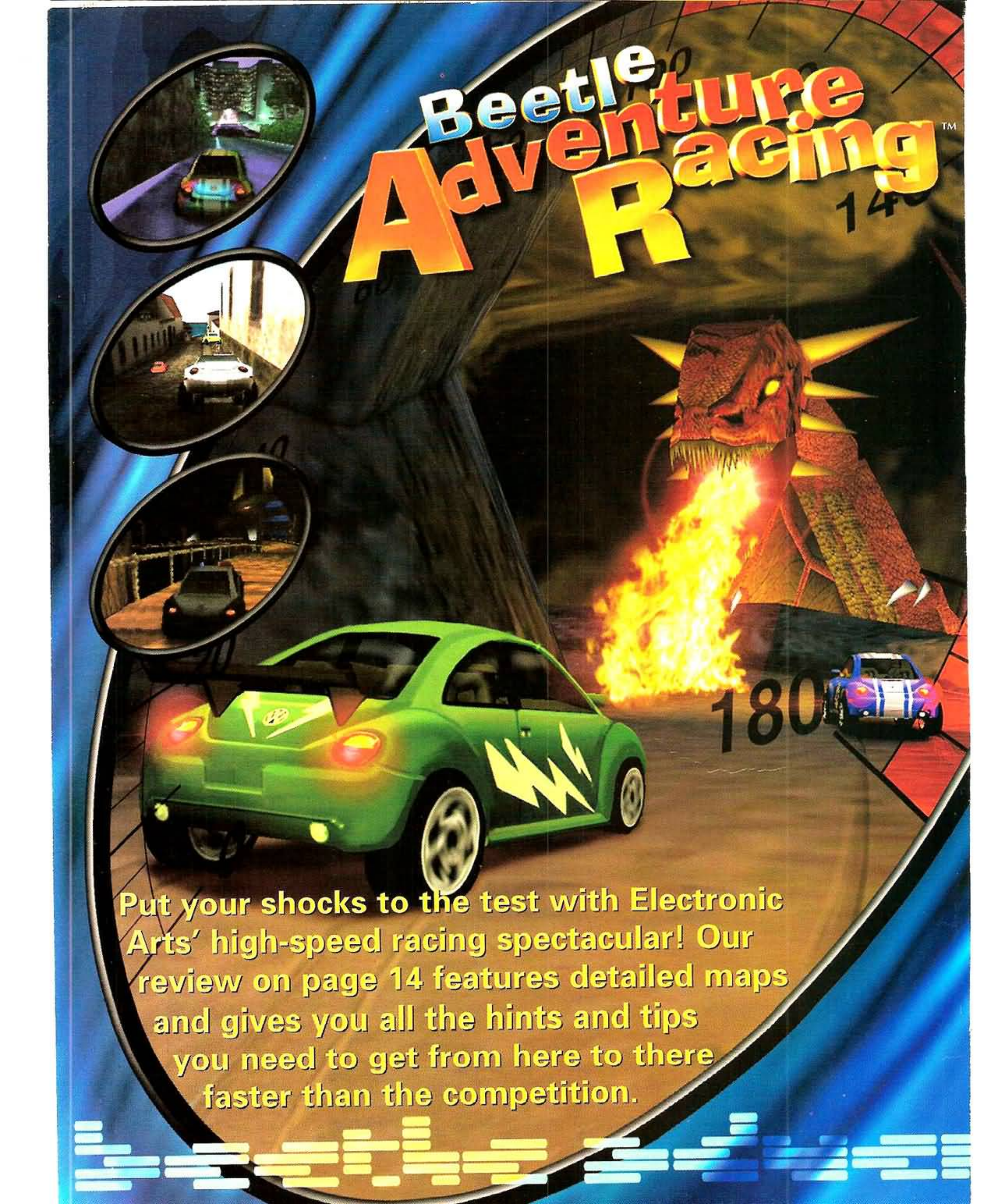
SUPER ED'S RED HOT TOMATOES KETCHUP

EVERYONE E CONTENT RATED BY ESRB

It's Ed' s mess and Ed's going to clean it up!

Ed's toxic goo turned the world crazy -- tomatoes are rioting, carrots are biting back, and Grögh the Hellish wants Ed's head. Help Ed right the wrongs in 12 wildly animated worlds -- insane puzzles, killer vegetables, dangerous dungeons, and more. All caused by Ed. It's the biggest trouble anyone's ever gotten into... or out of.





Beetle Adventure Racing™
Put your shocks to the test with Electronic Arts' high-speed racing spectacular! Our review on page 14 features detailed maps and gives you all the hints and tips you need to get from here to there faster than the competition.

CONTENTS

NINTENDO POWER

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SUPER SMASH BROS.



page 24

The wait is over. Super Smash Bros., already a huge hit in Japan, is swiftly making it to these shores. Mario, Donkey Kong, Pikachu and others are putting up their dukes and coming out swinging in this multiplayer brawler.

A BUG'S LIFE



page 34

Beetles aren't the only bugs to infest this issue of Nintendo Power. Flik and his insect friends are bringing their box office antics to your N64, and we've got the scoop on this potential hit in this month's preview.

GOEMON'S GREAT ADVENTURE



page 52

The mystical ninja Goemon is back on the N64 in a gorgeous sidescrolling adventure that turns out to be a real cut up! Catch up with the blue-haired pipe-slinger and his high-kicking pals in our in-depth review.

STRATEGY

SPECIAL FEATURES

EVERY ISSUE

player's pulse



Dustin Williams • Elko, Nevada

Happy April Fools Day! This month, while some readers have been keeping their eyes glued to their televisions for Nintendo sightings, one gamer speaks out against a potential gender bias in the world of video gaming. Do you think games are geared too much toward boys?

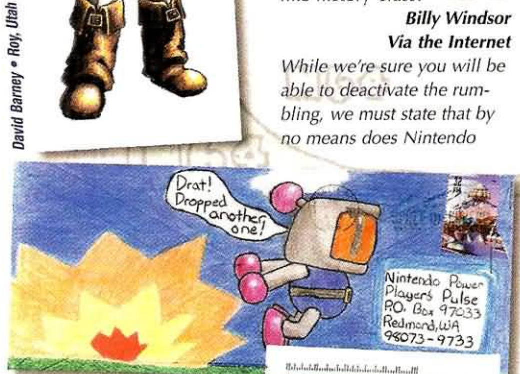
The Case of the Vanishing Pokémon

On page five of Pokémon Power, Vol. 6, it claims that a new game can be started and "you'll even be able to keep all of your current Pokémon." When my new game began, I had none of my previous Pokémon! I saved this new game because I was under the impression that my previous saved game would still be intact. By saving it, I lost my previous game with all my Pokémon.

Brian Durbin
Via the Internet

We apologize for the misleading information, Brian. What we meant was that you would still be able to collect all of your previous Pokémon in addition to any of the other Pokémon you might have missed. With any game, when you delete or write over a save file, all of the information will be gone.


David Barney • Roy, Utah



Caleb Anderson • Charlotte, North Carolina

Little Earthquakes

Will you be able to turn off the rumbling in the new Game Boy Color games that have Rumble Paks built in? I sometimes take my Game Boy places where I don't want it to rumble, like history class.

Billy Windsor
Via the Internet

While we're sure you will be able to deactivate the rumbling, we must state that by no means does Nintendo Power condone the use of Game Boy during history class. Now, calculus class on the other hand...

The Legend of Zelda: Spellchecker of Time

At least two or three years went into the creation of Zelda, right? How much time went into the box? The word "environments" on the back of the box is spelled wrong.

Kevin Lewis
Via the Internet

You're right, Kevin. Many readers have wriiten in and pointed out our little spelling boo-boo.

Hello, Is Your E-mail Running? Well, You'd Better Go Catch It!

I just want to tell you that Game Boy Camera is AWESOME! I have mine plugged into a Super Game Boy that's hooked up to a television with Web TV. Now, I can send my picture to people via e-mail.

Joe McMullen
Jacksonville, FL

Joe, you've discovered a fun, new way to peronalize e-mail. Has anybody else tried it?

And Now, a Word from Our Sponsor

You wanted to hear our Nintendo sightings, so here's mine. I was watching a commercial where two boy were playing N64. After they congratulated each other and the camera zoomed out, I noticed that their N64 didn't have a game in it!

Shane Baker
Via the Internet

Perhaps they were congratulating each other on defeating the final boss in Land-of-Make-Believe 64.

I was watching Italian professional soccer when I saw a team with "Nintendo" on their jerseys. Cool!

Jesse Ross
Via the Internet

Nintendo is currently sponsoring Italy's Fiorentina soccer team. Although, to speak like a true soccer hooligan, you have to call it "football."

The original NES appears in the movie "Cops and Robbersons."

Steven Burton
Via the Internet

Any time we can hitch our wagon to Chevy Chase, we're going to go for it. Maybe we'll see the Chevster playing Zelda:Ocarina of Time in a "Fletch" threequel. Keep your fingers crossed!

Background Art: Tristan Santos • Cerritos, California

The boy in the movie "Son-in-Law" is playing Game Boy.

Alan Pieper
Via the Internet

So, you're the guy who keeps going to Pauly Shore movies.

I was watching a rerun of "Doogie Howser, MD" where Doogie calms a child patient who's afraid of getting a shot by asking him if he had played The Legend of Zelda. Then he told the kid that he needed to get the Silver Arrows to defeat Ganon.

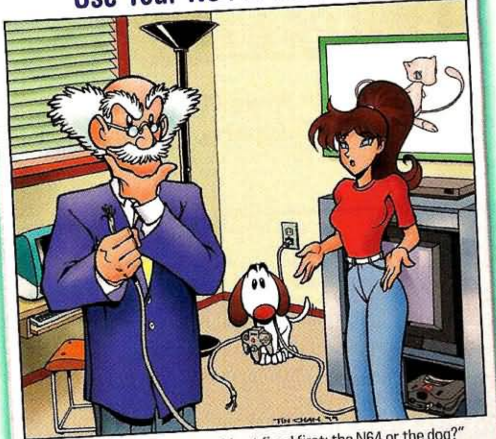
Jason XXX
Via the Internet

In an episode of "Star Trek: The Next Generation," Commander Riker brings aboard a new video game for the crew to try. It turns out that the game is really a mind-control device. The case that Riker used to bring the game aboard had the Nintendo logo on the side of it. How's that for the future of video games!

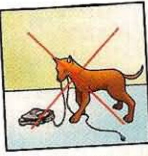
Dan Smith
Via the Internet

Ah, you have become privy to our plans for world domination, Dan! As a result, we must erase that knowledge from your brain. Just put your eyes up to this Virtual Boy headset and slowly count to ten. One, two, three...

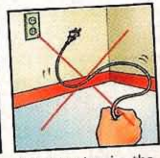
Use Your N64 A-cord-ingly



"I don't know which should get fixed first: the N64 or the dog?"



For some reason, pets love cords. Don't allow your pet to play with or chew the cord.



When unplugging the Nintendo, do not yank the cord out. Pull the plug directly out of the socket.



Make sure cords aren't closed in the doors of your entertainment center—over time they'll weaken.

Baby's All Grown Up!

My friend was looking through the Power Charts in Vol. 117 and noticed that in the Legend of Zelda: Ocarina of Time screen shot, young Link was holding Arrows, the Longshot and the Megaton Hammer. All of those are adult Link's weapons. Was that a fluke?

Steven Schlepphorst
Quincy, IL

That screenshot was taken from the ultra-rare plaid cartridge. Actually, we took the shot from a debug version.

Yeah, But Can You Dig Those Odds?

I don't think 8.0 is a bad rating for The Legend of Zelda: Ocarina of Time. There are a couple of illogical things in it, such as the Gerudo race being able to survive with only one male



Heather Holeman • Seneca Falls, New York



Eby Kalantar • Germantown, Maryland

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power charts

April welcomes a few newcomers to the Power Charts. South Park and BattleTanx storm the top ten while Mario Party rolls the proverbial dice and comes up with an impressive eleven. This party, though, is just getting started!

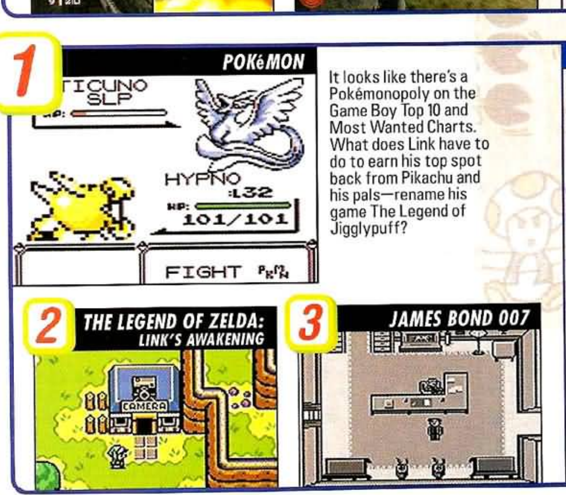
NINTENDO 64 TOP 20



Zelda's hold on number one is neither shaken nor stirred by James Bond and his scintillating bons mots. And even though it is strong with the Force, the top of the heap is still in a galaxy far, far away for Rogue Squadron.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	4
2	GOLDENEYE 007	NINTENDO	2	28
3	STAR WARS: ROGUE SQUADRON	NINTENDO	3	3
4	WCW/NWO REVENGE	THQ	5	5
5	TUROK 2: SEEDS OF EVIL	ACCLAIM	6	5
6	BANJO-KAZOOIE	NINTENDO	4	9
7	SOUTH PARK	ACCLAIM	—	3
8	BATTLETANX	3DO	—	1
9	BLITZ	MIDWAY	7	5
10	SUPER MARIO 64	NINTENDO	8	31
11	MARIO PARTY	NINTENDO	—	1
12	WWF: WAR ZONE	ACCLAIM	9	6
13	MARIO KART 64	NINTENDO	10	28
14	STAR FOX 64	NINTENDO	11	23
15	1080° SNOWBOARDING	NINTENDO	18	11
16	RUSH 2	MIDWAY	15	3
17	DIDDY KONG RACING	RARE	12	17
18	CRUIS'N WORLD	NINTENDO	14	4
19	F-ZERO X	NINTENDO	17	4
20	MISSION: IMPOSSIBLE	OCEAN	—	7

GAME BOY TOP 10



It looks like there's a Pokémonopoly on the Game Boy Top 10 and Most Wanted Charts. What does Link have to do to earn his top spot back from Pikachu and his pals—rename his game The Legend of Jigglypuff?

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	1	5
2	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	2	72
3	JAMES BOND 007	NINTENDO	3	12
4	BLITZ	MIDWAY	5	3
5	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	76
6	SOUTH PARK	ACCLAIM	—	1
7	TETRIS	NINTENDO	6	77
8	DONKEY KONG LAND 3	NINTENDO	9	17
9	WWF RAW	ACCLAIM	—	1
10	DONKEY KONG LAND	NINTENDO	10	51

MOST WANTED

1. POKéMON STADIUM (N64)
2. NINTENDO 64 DISK DRIVE (N64)
3. MARIO PARTY (N64)
4. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)
5. BATTLETANX (N64)
6. SOUTH PARK (N64)
7. POKéMON YELLOW (GAME BOY)
8. SUPER MARIO 64 2 (N64)
9. DONKEY KONG 64 (N64)
10. STAR WARS: ROGUE SQUADRON (N64)

born every 100 years.

David Watts
Las Vegas, NV

It's only a game. Repeat, it's only a game.

Miss Represented

Not long ago, a teenage girl finished in first place while playing an arcade racing game. Her jubilation turned to embarrassment when the following scene pictured a woman dancing around. This isn't an isolated incident. A lot of games and gaming ads feature scantily-clad women to appeal to boys. Why are the only games targeted for girls like "Barbie's Great Adventure?" I play "boys" games, but it's frustrating when the story (and heroine's wardrobe) is aimed at male gamers. What does a girl have to do to get a game that she (and he) can enjoy?

Claire Fenwick
Via the Internet

You bring up an excellent issue, Claire. It's one that is at the center of the video game industry right now. While some games do seem designed to appeal to what developers believe boys want to see, some games, such as Mario and Zelda, rely on strong game play to pull in a broader audience. As more and more female gamers make themselves heard, developers will probably start to stray from including over-the-top stereotypes. But in the interest of fair play, we made Banjo take his shirt off for his video game premiere. And he's a hunk, don't you think?

And the Oscar Goes To...

The cinema scenes in The Legend of Zelda: Ocarina of Time are absolutely breathtaking. Wouldn't Zelda make a great movie? It could even sink Titanic as the biggest box office breadwinner of all time (hopefully, *Star Wars:* Episode One will soon take that honor). It would be easy to cast Leonardo DiCaprio as Link, but he's almost too pretty. And wouldn't Burt Reynolds make a funny Ganondorf?

Dan Bjerke
Santa Monica, CA

You're right, Dan. Zelda would make a pretty slick flick. We're not sure if the Bandit would make a good Ganondorf, though. Maybe somebody creepy like Christopher Walken or Bert from Sesame Street. He does have that unibrow thing going on, you know.



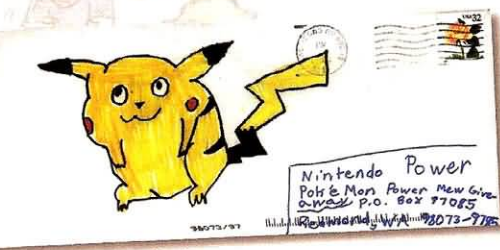
Pika Wanna Cracker?

Don't you think my cockatiel looks a lot like Pikachu? His name is Yo-Yo, and I've had him for three years.

Misty Dale (and Yo-Yo)
Porterville, CA

Yes, but can your cockatiel shoot lightning bolts out of his beak and tail?

Matt Burns • Lanesville, Indiana



Sam Akselrad • Henderson, Nevada

WRITE AWAY RIGHT AWAY!

Lots of readers have commented on the epic cinematic prospects of Zelda. Who would you cast in a Zelda film? And don't just cast Link; what about Ganondorf, Princess Zelda or Mido? Who would you cast in a movie based on any Nintendo game? How about Robin Williams as Banjo? Susan Powter as Impa? Or Gene Simmons as Yoshi? Wilford Brimley as Rauru, the Sage of Light? Let us know!

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Beetle™ Adventure Racing

EA scores the VW license to drive out a bevy of New Beetles in Beetle Adventure Racing, perhaps the N64's best racer since DKR or SF Rush.

SWOONING WITH BEETLEMANIA

When German engineering meets Canadian programming: Beetle Adventure Racing, EA Canada's graphically superb racer, which rolls out a fleet of Volkswagen's smashing New Beetles. With no shortage of shortcuts and lengthy tracks (you can finish an average lap in almost three minutes on a good run), Beetle Adventure Racing should be what every gas-guzzler thirsts for.



Racers Wanted

The hottest and most huggable car to come down the pike in recent months is BAR's only available vehicle, but each New Beetle sports different strengths that alone could make the ride unpredictable enough to keep the adventure revving in high gear.



Only the red VW and two other cars pictured in this top row will be available when you first start your engine.



The cars that are immediately available may look similar, but each excels in a different area, such as top speed.



By pushing Up or Down on the Control Stick on the Car Select Screen, you can change your car's color.



Ramming boxes for points can slow you down, but the striped car has the acceleration to get you back on track.



Of the three New Beetles you'll unlock by completing Novice, the lightning Beetle is the most balanced.



Your victory in Novice will unlock the Sunset Sands course, which is perfect for the eight car you'll also unlock.



As soon as you win the Advanced Championship, Beetle Adventure Racing will roll out the third row of cars.



Tricked out with a spoiler, the jet black car rockets ahead with a top speed that's one of the game's fastest.



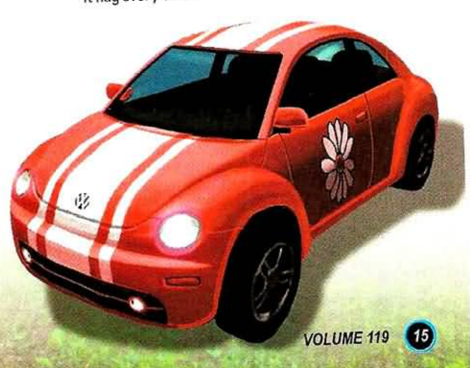
Since it's a low-rider, the periwinkle blue car sports tight handling that lets it hug every curve.



The alien VW makes the New Beetle look even more like a UFO. To earn the car, win the Professional Circuit.



Win the Bonus Circuit to hop into the police car and sound a siren that will make the CPU cars pull over.



Championship Racing

Electronic Arts has injected "Adventure" into the purring transmission of Beetle Adventure Racing by incorporating point boxes that drivers must find and run over. Similar to Diddy Kong Racing's silver coin races or San Francisco Rush's key system, BAR's point boxes will have drivers veering from the beaten path in search of items that unlock bonuses.

BONUS BOXES



For a spurt of turbo power, barrel through a Nitro Box that can launch you over ramps and into shortcuts.



The most common Bonus Box is the two-pointer. To earn any sort of reward, you'll need at least 50 points.



Gray Boxes are worth five points. If your total hits 50, you'll earn a continue good for restarting a race.



The yellow crates are worth ten points. If you hit the course maximum of 100 points, you'll unlock one of six secret Beetle Battle arenas.

MY OTHER CAR IS ALSO A NEW BEETLE

The only cars infesting the game's roadways are Volkswagen's New Beetles, but the limited car selection doesn't limit the variety in game play. Getting used to your car is but one aspect of becoming a better racer in Beetle Adventure. The more difficult aspects involve getting used to the game's surprise detours, aggressive drivers and out-of-reach Bonus Boxes.

Use Multiple Routes





Detours often fork into more detours, and Bonus Boxes usually appear down each path. Since just about every alternate route conceals a box, you'll add more to your point tally if you change your course and explore new detours with every lap you take.

The Handy Hand Brake





In the Standard (default) Controller setup, the bottom C Button activates your hand brake. The emergency brake will stop your car more abruptly and forcefully than your B Button brake pedal will, so slam on the bottom C Button to skid and fishtail into Bonus Boxes parallel to your path.

Keep Your Eyes on the Road(s)





What a strange place for a tree or a bush to grow! Why would anyone build a ramp up there? The game's many secret shortcuts are conspicuously concealed, so be on the lookout for suspicious areas on the side of the road. Boarded-up tunnels and camouflaged roads are all attempts to disguise detours.

Own the Road





Be a road hog in your New Beetle and forge ahead by forcing others off the road. A good shove can spin out a rival car and momentarily delay it. Better yet, the howl of the cop car's siren will make the CPU racers yield to your black-and-white and prevent them from overtaking you.

Coventry Cove

The English countryside is the opening course in the Championship Circuit. To give yourself a good start, rev your engine so your tach registers around five grand when the announcer yells "Go!," then speed through the shortcuts detailed here.





Hang a left into the town's alley that opens up before the blue, left-turn sign. Tightly clip the window on the inside of your turn to shatter the five-point box inside, then cruise over the ramp to clear the canal.



After jumping over the canal, follow the train tracks into the tunnel on the right shoulder. Smash through the two Bonus Boxes stationed on the railroad, then blast through the Nitro Box when you exit.



At the end of the tunnel beyond the barn, you'll spot arrow signs directing you to turn right. Disregard them and drive straight through the shoulder to rocket onto the island of Stonehenge monoliths.



To enter the castle, cross the bridge in front of it, then veer left onto the dirt road. Launch off the ramp, collect the box near the broken wall, then swerve right to break through the barricaded spire.



If you bypass the Stonehenge detour and follow the road as it curves to the right from the tunnel, you'll be able to enter the mine shaft atop the dirt road that branches from the main path's right shoulder.



Mount Mayhem

In the Championship Circuit's second course, you'll hit the black-diamond slopes of Mount Mayhem. At times its icy streets seem more appropriate for a luge run than a race track, so choose a New Beetle that excels in the handling department.



Hang a right after the first cluster of lodges to follow the road lined by red Ski Fest banners. When the road bends right, drive straight through the barriers.



Ladies and gentlemen, we are floating in space. The New Beetle resembles a UFO; to compare the two, launch over the hole in the left lane of the helicopter bridge for a close encounter in the tunnel below.



At the end of the UFO tunnel, the road will wrap around an ice stalagmite. Hang a left after it to race over the frozen pond, then barrel straight through the two-point box to shatter the ice wall behind it.



When you reach the tunnel flanked by trees, drive up the left shoulder adjacent to the mouth to ram a Nitro Box that will rocket you through the upper entrance and into an upper passageway.




On any other lap, follow the road as it turns right instead of launching off the cliff by the Ski Fest banners. Crash through the garage door to board the ski jump, then pick up as much speed as possible.



If you earn enough points to keep racing in the Novice Championship Mode, you'll unlock Inferno Isle, a Jurassic Park-inspired home to pirate ships and t-rexes. Ocean and lava also surround the tracks, so keep those tires of yours dry.





When you enter the jungle area that leads to the dinosaur park grounds, ignore the left-turn sign and veer right onto the dirt road to muck it up in the marshes and storm into a swamp island hut.



At the end of the of the mission village, a dock will branch from the main road's left side. Center your car as you follow the dock to line yourself up with the ramp that will shoot you to a second dock.



If you don't take the dock detour, the course will lead you under the elevated train tracks. Swerve right after passing them to jump into the volcano's mouth that will spit you into the cliffside tunnel.



If you jump across the gap in the rickety bridge, you'll roll by the back of the fortress, where you can enter it by launching off its sandy ridge of a doorstep past the blue-and-white arrow signs.



Drive off the rickety bridge near the resort to enter a beachfront tunnel. The detour will send you past a pirate ship, so as you plunder the region of its Bonus Boxes, beware of cannon fire.



The Advanced Championship Circuit ends with Sunset Sands, a desert region where your New Beetle will boogie through temples marked by cryptic hieroglyphics and an even more puzzling detour you can open with a secret switch.



The dive-bombing shortcut into the temple is a risky move, but it will cut your time considerably. By using the left ridge near the right-turn signs in the pyramid area, you can soar to the temple below.



Exit the temple, then crash through the boarded-up tunnel on the left shoulder. The temple's pillars will topple to block your path, so steer clear of them by hugging the right side of the road.



Veer right when you reach the temples to race off the dirt ramp. Launch through the five-point box, then swerve to the right to round the back of the pyramid and rejoin the street.



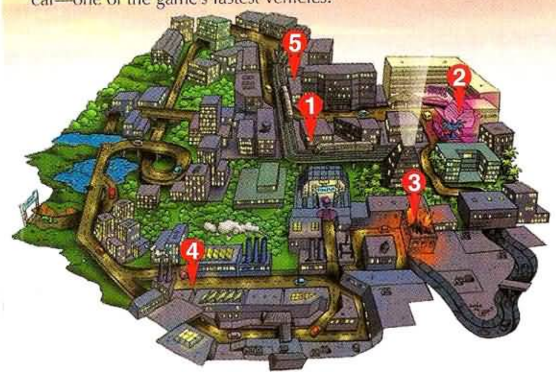
When you begin a new lap, hang a left into the small valley directly across from the first pillar that lines the dune road. Follow the path to jump into a temple and to hit the log switch.



By ramming into the switch, you'll cause a ramp to emerge above the lava in the pillar chamber. Boost over the ramp, then stop on the red octagon, which will lower you to a secret area.



The Professional Championship Circuit introduces the glitz, glamour and gambling of Metro Madness. If you're luck pans out and you win the circuit, you'll hit the jackpot to score the alien car—one of the game's fastest vehicles.





To race alongside a train, drive straight past the electric right-turn sign that greets you at the entrance of the city. Hang a sharp left through the window, then follow the path of crates to the railroad.



The fountain bubbling in the left arm of the cross street paved between the pink-roofed casino and the slowly spinning Jokerz Casino sign can launch you into the hotel if you hit the ramp at 80 mph.



A red light shining above a barricaded area serves as a beacon pointing the way to the shortcut in the sewer tunnel. Maintain a high speed in the detour to clear the jump that leads to a warehouse.



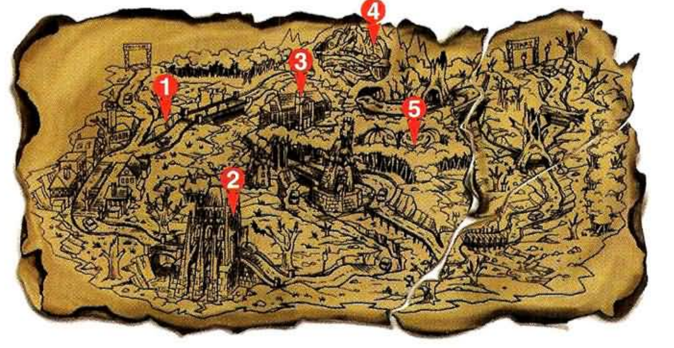
On the final stretch, you'll roll down a hill toward twin smokestacks. Immediately before reaching them, swing left through the door for an unparalleled parking garage shortcut.



Enter the city and drive under the shadow of the freeway overpass until it leads you to the electric left-turn signs. Squeeze between them, then turn left into the theater for a cruise down the aisles.



The only thing screaming in the haunted forest should be your engine if you want a ghost of a chance. By winning the Pro Circuit, you'll unlock the Woods, and by driving like a speed demon, you'll possess the police car.





As you leave the village, veer left onto the road behind the clock tower. The end of the road will double as a ramp, allowing you to soar to the little, fluffy clouds and ten-point box shining in the moonlight.



When you near the church, drop into the ditch to the left of its driveway. Ram the Nitro Box in the trench, then use its power to rocket your car off the ramp and into the church's upstairs window.



If you hit the Nitro Box as you head up the ramp at the village-end detour, you'll be able to land on the plateau, where a nearby road leads to a haunted mansion on the left and a dungeon on the right.



The dungeon's exit will lead you back to the main thoroughfare, but instead of merging, race into the cave carved into the right ridge near the road. Inside rages a dragon that guards a ten-point box.



Leave the dragon's lair at a high velocity to barrel over the main road. When you touch down on the opposite side, you'll land on a ridgetop detour leading to a Halloween land of black light effects.

Beetle Battle

One or to two players can compete in a race, but up to four players can wreak havoc head-to-head and head-on in the smash-'em-up Beetle Battle. To unlock one of its arenas, you must earn 100 points by smashing every Bonus Box in a Championship course. Until then, only the Airport, Rooftops and Stadium will be available.

ARENAS

The object of Beetle Battle is to be the first car loaded with the six different colors of ladybugs. To collect the bugs, destroy enemies or nab the bugs infesting the arena. Once you have all six, park your ride at the checkerboard exit.

Airport



Be a Volkswagen jetter at the Airport, a zone where ramps lead to hangar rooftops and the destruction of your rival leads to a score.

Rooftops



The Rooftops leave little room for driver error, since one wrong turn can send you stories below. Your hand brake will come in handy.

Stadium



Ladybugs will regenerate in only two spots in the stadium, so focus on demolishing your opponent to score a rainbow of insects.

Castle



Ramps buttress the Castle setup. If a rival chases you up one of them, apply your hand brake to do an about-face and blast your foe.

Ice Flows



Since no ladybugs live in the arena, you must rely on battling alone to score. You must also be a pro driver to avoid taking a dunk.

Volcano



The earth has opened up to expose rivers of lava. Above each magma bed floats a ladybug or power-up, so speedily boost over the gaps.

Dunes



The pyramids double as ramps, but they're far from the temples that house items. Pick up speed when launching from them to pick up the goods.

Parkade



Valets had better not drive as recklessly as you'll need to in the parking garage, but if they did, they'd be prepared for the Parkade.

Woods



Like a poltergeist, the haunted arena is deceptive. Seemingly small, the arena expands if you drive through the breakaway windows.

ITEMS AND POWER-UPS

In addition to collecting ladybugs, you can exterminate opponents' New Beetles by trumping them with the power-ups contained in roadside crates. By unleashing a power-up on rivals, you can squash their New Beetles and steal one of their ladybugs.

Ladybugs






You must nab a ladybug in every color, and the chameleon-like insects will cycle through their colors in the order shown on the left.

Mystery



Driving a New Beetle can be a blast, unless you've been whammied by a Mystery Box, which can fog up or flip upside-down your portion of the split screen.

Rockets



Rocket Boxes contain five rockets each, and the red glare from three direct hits from your missiles can sap a tip-top New Beetle of all its power.

Mines



By ramming a Mine Box, you'll be able to unload three unmarked crates that will detonate upon contact. To plant one of your explosives, hit the R Button.

Stealer



To swipe a ladybug from a foe, launch a Stealer. When the thieving missile hits a bug-toting car, it will plunder the bug from your opponent and add it to your tally.

Health



Throw a wrench in your opponents' plot to wreck your New Beetle by refilling your car's Health Meter with repairs, courtesy of the green Health Box.

Poison



The opposite of the Health Box, the Poison Box drains your Health Meter. Since some power-up boxes change properties, make sure the box you're heading for isn't about to display a skull.

Invincibility



When you activate Invincibility, you'll be temporarily shielded from your opponents' attacks. Your defense will last as long as your car takes on a silver, mirrorlike appearance.

NEW BEETLE EXTERMINATION

To avoid becoming a wreck in the Beetle Battle arenas, you must familiarize yourself with the lay of the land. Unlike the Airport map illustrated on the right, ladybugs, not power-ups, will appear on your radar, so you'll have to commit the crate locales to memory.

Four-Player Demolition Derby



Up to four players can collide in Beetle Battle. The cars will all sport the same abilities, so each player will have to rely on wits and skill to outrun the competition. The hand brake will prove to be your most useful tool, since it will help you quickly out-maneuver a foe.

Shoot-'em-Up



The Beatles once sang "We Can Work It Out," but the New Beetles sound a battle cry that has little to do with giving peace a chance. With Rockets and Mines abounding, Beetle Battle becomes a stalk-and-shoot hunting expedition in the battle royal tradition of GoldenEye 007.

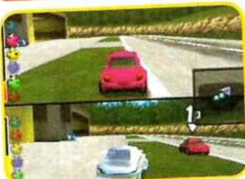
Mysteries of the Road

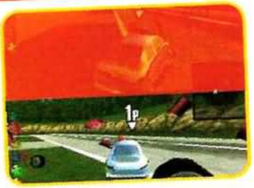




The Mystery Boxes can disorient drivers and add a navigational challenge to the game. For even more of a challenge, hold the left C Button to view the front of your car, then hold the Z Button to drive in reverse for a mirror-control effect.

Shields Up for a Takedown





Colliding with another vehicle can inflict damage to both parties, unless you're protected by Invincibility. Rather than using the shield for defense, use it for offense by ramming into other cars. Your targets will suffer from your impact, while your shielded New Beetle will continue to run like new.

Bombs Away!





The best way to keep tailgaters at bay is to leave behind a trail of Mines. Cars driving under the influence of a Mystery Box's topsy-turvy effects will be particularly easy to lure into your explosives. You can also burn up your opponents by planting Mines near ladybugs, power-ups or blind entryways.

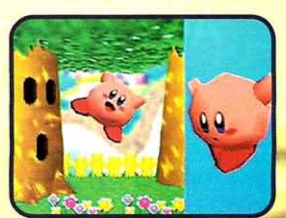
Nitro-burnin' Navigation





If you ram a Nitro Box, you'll be allowed three super spurts of turbo boost. Many areas, especially those in the Dunes, will be hard to reach unless you have an extra push when you launch off a ramp. For that additional pick-me-up, fire up your Nitros.


on a Auto Combat Run?
ACTIVISION.
NINTENDO 64
VIGILANTE 8
SCHOOL BUS
ACTIVISION.
"Vigilante 8 already looks like a winner."
– Nintendo Power
Fully Loaded.
Fully Loco.



They've raced go-karts. They've partied hearty. Now, Nintendo's famous cast of characters is taking its competitive spirit someplace it's never been before: the ring.

SUPER SMASH BROS.™

Can you imagine a grudge match between Donkey Kong and Mario, a pair that hasn't duked it out for more than ten years? Is Link's Master Sword any match for Samus's Plasma Beam? And does relative newcomer Pikachu have what it takes to whup Kirby for the Cutest Character crown? There's only one way to find out, and that's by sliding Super Smash Bros. into your N64, grabbing a few friends and letting the good times roll with this fantastic multiplayer brawler.





TOO CUTE FOR COMFORT

Choose your favorite Nintendo icon and square off against another famed face in the latest, greatest character-based competition game. The appeal is undeniable. Super Smash Bros. is burning up the charts in Japan, and this month gamers across North America will see for themselves how much fun it can be to battle with the biggest names in video gaming.



Super Smash Bros. features an all-star lineup for Nintendo fans. Now, there's finally a game to put to rest all those "Link vs. Mario" arguments.



Characters use their unique attacks in this free-for-all bout. Mario's Fireball is pretty potent, but does it stand up against Link's bombs?



SMASHED-UP MODES

ONE-PLAYER

The single-player fight lets you battle through the ranks of the other big-name brawlers. It isn't as challenging as the multiplayer mode is, but it is fun to master each character's moves.



TWO- TO FOUR-PLAYER VS. MODES

TIME

Time Mode allows you to select how long you want your ringside seats to last while your favorite pugilists go to town on each other. The winner of a match is determined by the number of times each fighter is hurled from the ring. Time Mode is best when four players have joined the action and you've juiced the clock to its maximum setting.





STOCK

In Stock Mode, you select how many reserve fighters you want each player to have and then lay into each other until the last character is left standing. With a limited number of lives, you will probably be tempted to fight more conservatively than in Time Mode, but avoid playing it safe. Sometimes sacrifice is the better part of valor.







BONUS STAGES

While climbing a mountain of KO'd competitors, you will be allowed to engage in three Bonus Stages. The first stage has you seeking out and destroying a set number of bull's-eyes that aren't easy to reach. The second gives you a limited amount of time to jump on all the floating platforms. The final stage involves fleeing from a polygonal enemy through a multilevel maze.





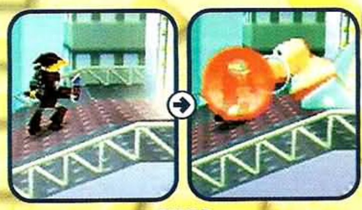


Use the Start Button to freeze the game and review a full map of the Bonus Level playing fields. Checking the map lets you spot where all the bull's-eyes or platforms are and figure out a strategy for reaching the inconveniently placed goals. The final target is often the one hanging in the middle of nowhere, so get that one last.



BASIC MOVES

Every character has the same move configuration, which means the same button does the same thing for every character. This convenient fighting system allows you to switch easily between characters without having to get the hang of basic moves all over again.



SHIELD

You can shield yourself from attacks by using your personal force field. While standing still, press the R Button to encase yourself in a protective sphere.



GRAB THE EDGE

If you are flung off the edge and can't quite make it back to sure footing, press toward the edge of the field. You will grab on to it and pull yourself up.



LOW ATTACK

The A Button commands your basic attacks. If you press Down and tap A, your character will perform a Low Attack.



HIGH ATTACK

Press Up and the A Button together to smack your competitors with a devastating High Attack that will send them flying.



TOSS

Press the R Button while pushing the Control Stick toward the other players to pick them up and toss them, with luck over the edge.



SPECIAL ABILITIES

Every character has its own patented special moves. Unleash your fighter's wild side with the B Button.

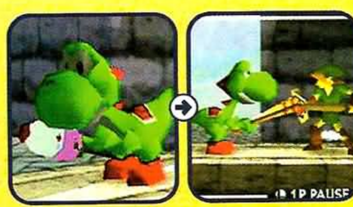
ADVANCED MOVES

In addition to the regular moves, an arsenal of advanced techniques that will throw the competition for a loop is at your character's disposal. School the other players with power-ups or use the Triple Jump to make an amazing comeback from certain doom.



DOUBLE JUMP

If you get tossed from the ring, a well-timed Double Jump will save your day. Press the top C Button to start the first jump, and at the apex, press top C.



POWER-UPS

From time to time, power-ups will appear on the playing field. They are special weapons that pack a mighty punch, so use them wisely.



UPWARD SUPER ATTACK

Press Up on the Control Stick while pressing the B Button to whip out a powerful Upward Super Attack that will knock your opponent flat.



DOWNWARD SUPER ATTACK

While near an opponent, press Down while hitting B to perform a Downward Super Attack that will send other players flying.





TRIPLE JUMP

The Triple Jump may save your bacon during match play after you've been chucked out of the arena, but it's also really useful during the Bonus Rounds. While at the height of a Double Jump, press Up and the B Button to catch an extra bit of air.

POWER-UPS

Throughout matches, power-ups will fall from the sky at random intervals and litter the floor of the arena. Quickly pick up these special items before the competition can swoop in and use them against you. Some items are offensive, like the Energy Blade or the Ray Gun. Others are defensive, such as the Star or the Maximum Tomato.



All special items appear in a container that you must break open. Even if you open the item's box, another player has time to dash in and collect the power-up.







ENERGY BLADE

Pick up this blade and become Darth Mario, as pictured above. The Energy Blade can tag players before they can get close enough to damage you.



HOME RUN BAT

Make like Sammy Sosa and knock the other players out of the park. The bat has more range than the Star Wand.



PAPER FAN

When your opponents step too close, use the fan to give them a paper cut they won't soon forget.



HAMMER

Remember Mario's hammer from Donkey Kong? Here it is, and it works on more than barrels this time.

STAR WAND

This blunt object will leave your opponents seeing stars—if you can get in close enough to bop them with it.

RAY GUN

Yoshi holding a gun? It hardly seems right! The Ray Gun allows you to fire at your opponents from a distance, easily giving you a tactical advantage.









FLAME FLOWER

Mario's fireball power-up made it into Super Smash Bros. as a flamethrower that puts the hurt on your opponents.



MOTION MINE

When you set the mine on the ground, it will activate itself. It explodes when another character comes near it.



BUMPER

Place the Bumper in the corner of the arena and toss your opponents onto it to send them flying.



BOMB SOLDIER

Wind him up and let him go! Upon colliding with another player, the Bomb Soldier will detonate and send him skyward.



POKéBALL

Crack open a Pokéball and let a Pokémon do your dirty work for you. A random Pokémon will emerge from the ball and wreak havoc on the other players.



STAR

Just like in Super Mario Bros., if you pick up a Star, you will be invincible for a limited time.



GREEN SHELL

When you break the Green Shell out of its box, kick it in the direction of the other fighters to knock 'em flat.



RED SHELL

The Red Shell works in the same fashion as the Green Shell, except it chases other characters.



MAXIMUM TOMATO

If you've taken a lot of hits, pick up the Maximum Tomato and recover 100% from your damage.





HEART CONTAINER

Link's Heart Containers make an appearance in Super Smash Bros. If you pick one up, all of your damage will be healed.



MARIO

The little plumber who could makes his beat-'em-up debut in Super Smash Bros. Mario is perhaps the most well-rounded character of the bunch, with decent speed and a fairly powerful punch. The real question is, though, can the same moves that saved the princess time and time again help him take the home the championship?

A



PUNCH

Flash Mario's fists with a tap of the A Button and make your competition see stars.

B



FIREBALL

Mario retains his trademark fireball. The fireball will bounce across the ground until it finds a target.

R



SUPER MARIO

Grab hold of your opponents and hit them with the Super Mario, an attack that will hurl them into oblivion.

B+⬆



SUPER JUMP PUNCH

Get in close and pull off a Super Jump Punch, which will hit your opponents where it hurts: the pocketbook.

B+⬇



MARIO TORNADO

It looks like a thousand fists of fury when Mario unleashes his Tornado attack and sends his opponents packing.





DONKEY KONG

This thrilla gorilla is the real megillah! Donkey Kong has the brawn to pull off a major victory, but will his lack of speed allow the competition to overtake him? The mad monkey has a few tricks up his sleeve, such as his Spinning Kong, that will leave the other contenders searching for a first-aid kit.

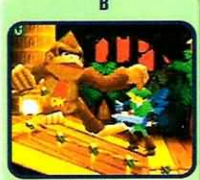
A



PUNCH

Donkey Kong's stock punch is enough to lay out an opponent, but it's not nearly as powerful as his Giant Punch.

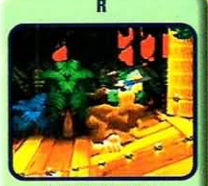
B



GIANT PUNCH

Press the B Button once to start the ape's windup. Tap B again to follow through with a devastating punch.

R



MONSTER TOSS

Pound your opponents with one tap of the R Button, then throw them with a second tap of the R Button.



B+⬆



SPINNING KONG

Use the Spinning Kong move to sweep an arena. If performed in the air, the move will let you temporarily float.

B+⬇



HAND SLAP

Slap your opponents off their feet with this monster ground slap. It's guaranteed to send them flying.





LINK

The Hylian hero, on a break from saving Hyrule (again!) from evil Ganon, has entered the Super Smash Bros. competition and is banking on his sword-handling skills to help him triumph over the other players. Link has a wide variety of moves such as Spin Attack and Hookshot, as well as a reliable throwing weapon that serves him well in combat.

A





SWORD

Wield that Master Sword like you mean it by pressing the A Button. It does little damage, but it has a good range.

B



BOOMERANG

Link's handy Boomerang makes an effective long-distance weapon against faraway enemies.

R



HOOKSHOT

Link's famous Hookshot latches on to opponents and brings them close so Link can toss them over the edge.

B+↑



SPIN ATTACK

When competitors get too close, press Down and the B Button to perform Link's Spin Attack and keep them at bay.

B+↓



BOMB

One of the better throwing weapons in the game, Link's Bomb can be lobbed at an opponent.



SAMUS

Metroid fans rejoice! We finally get a chance to see Samus appear in 3-D! Samus's body armor protects her from simple attacks but does her little good when her opponents lay on heavier moves. Her sci-fi weaponry has a slight advantage over more fantasy-oriented projectiles, but she is vulnerable to close-up attacks.

A



PUNCH

Press the A Button to deliver a sharp blow from Samus's iron fist. It's sure to leave a mark. Ouch!

B



CHARGE SHOT

Press the B Button to start charging Samus's weapon. Hit B again to release a powerful energy blast.

R



GRAPPLING BEAM

Use Samus's Grappling Beam to lasso other competitors and reel them in. Press R again to throw them.

B+↑





SCREW ATTACK

Wind Samus up into a cannonball and let her go near opponents to leave them flailing.

B+↓





BOMB

While in midair, press Down and B to release a bomb that will incinerate your opponents.





YOSHI

Mario's longtime companion is full of vim and vigor and can't wait to get into the ring to show the other contestants that this little dinosaur's fighting skills are far from extinct. Yoshi is one of the fastest fighters, and he has an impressive jumping range. His egg attacks are a bit weak, but they give him an advantage at a distance.

A



KICK

Yoshi's tiny arms don't pack much of a wallop, but his legs sure do!

B



RELEASE EGG

Press the B Button to suck up your opponents and leave them encased in eggs.

R



SLURP 'N' BURP

Lash out with your tongue and swallow your competitors, then turn to the edge and spit them into the abyss.

B+⬆



THROW EGG

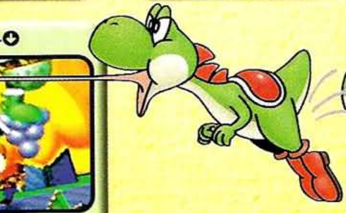
Toss one of Yoshi's eggs into the air. Whoever it lands on will get shelled right out of the ring.

B+⬇



HIP DROP

Use the full force of Yoshi's jump on your opponents by executing a Hip Drop directly above them.





KIRBY

Kirby, the little pink puffball of fun, has come all the way from Dream Land to put his opponents to sleep with some nightmarish moves. He has the ability to swallow his opponents and take on their attributes. You can tell which persona Kirby has assumed by seeing which competitor's hat he has stolen.

A



PUNCH

Kirby's pink flaps don't do much damage, but repeatedly pressing A will unleash a tiny barrage of punches.

B



VACUUM

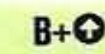
Stand near your opponents and press B to suck them up and appropriate their B Button attacks.

R

PILEDRIVER

Kirby can pick up his opponents and piledrive them into the dirt before tossing them out of the arena.

B+⬆





CUTTER

Somewhere in that little pink body, Kirby is hiding a blade that can knock competitors off platforms.

B+⬇



ROCK SHIELD

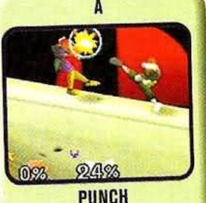
Kirby goes stone cold! Pressing Down and B will turn Kirby into a rock that shields him from attacks.



FOX

The pilot who put the Fox into Star Fox has landed his Arwing and is ready to show the competition what kind of action a galactic warrior is used to. Fox's weapons have a decidedly sci-fi flavor to them, and his Blaster Shot is sure to put his opponents in orbit. Fox is a nimble character, but his attacks aren't very powerful.

A



PUNCH

Maybe Fox should stick to attacking with his Blaster Shot, because his punch is fairly weak.

B

BLASTER SHOT

Fox's Blaster Shot reloads faster than Samus's Charge Shots but is not nearly as strong.

R

THROW

Fox's throw isn't as flashy as Donkey Kong's, but it is just as effective in hurling players out of the arena.

B+⇧

FIRE FOX

You must stand next to your opponent to successfully pull off the Fire Fox, an attack that burns enemies.

B+⇩



REFLECTOR

Better than a shield, Fox's Reflector bounces his opponents' attacks back at them.



PIKACHU

The flagship Pokémon and the cutest electrical engineer in the world, is probably one of the strongest characters in Super Smash Bros. Not only is Pikachu fast, but the little charger is an expert jumper whose Electrical Attack works from a distance. When Pikachu calls down the thunder, stay back or you'll be in for a real shock.

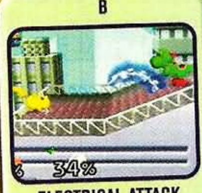
A



HEAD THRUST

Pikachu's arms aren't very powerful, so head-butt enemies with the A Button.

B



ELECTRICAL ATTACK

Pikachu's bolt of energy hops across the platform until it finds an opponent to shock.

R



THROW

It might surprise you, but Pikachu is strong enough to throw the opposition out of the ring.

B+⇧



QUICK ATTACK

It may sound like a heavy attack, but this little jump allows Pikachu to bop enemies from below.

B+⇩



THUNDER

If opponents are directly above you or at least close by, call upon the thunder to knock them down.



CAMEO APPEARANCES

When you finish the game under the conditions specified, one of the four characters below will show up to challenge you. If you win the challenge, you can select these characters along with the other eight.

JIGGLYPUFF



You can unlock the musical Pokémon by completing the one-player game on any difficulty level. Jigglypuff is armed with two slumber-inducing attacks.

B+↑



SING

Jigglypuff's lullaby puts the competition to sleep while it gets in a few jabs, but the nap wears off quickly!

B+↓



SLEEP

Jigglypuff deserves a nap, too. While it catches forty winks, any opponent who touches it also falls asleep.

CAPT. FALCON



The F-Zero driver races into the ring if you finish the one-player game in under 20 minutes. Falcon is as quick on his feet as he is on the track.

B+↑



FALCON DIVE

Falcon's devastating dive will drive his opponents out of the ring before they can see the checkered flag.

B+↓



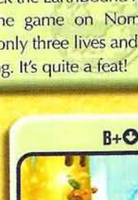
FALCON KICK

Capt. Falcon uses his lead foot in the ring, too. His kick will jump-start any opponent who underestimates him.

NESS



Unlock the EarthBound hero by finishing the game on Normal difficulty, with only three lives and without continuing. It's quite a feat!



B+↑



PK THUNDER

With this attack, Ness unlocks the power of his mind and brings down the thunder on his unlucky opponents.

B+↓



PSI MAGNET

Ness absorbs the energy of shot attacks using this special move. The absorbed energy actually increases his health.

LUIGI



Unlock Luigi by finishing the Practice 1 Mode for all eight initial characters. His moves are like Mario's but faster.

B+↑



SUPER JUMP PUNCH

Luigi's Super Jump Punch works exactly like Mario's. It knocks the enemy both senseless and cent-less!

B+↓



LUIGI CYCLONE

Press Down and B to unleash the Cyclone. Luigi's multiple punch attack will leave his opponents seeing stars.

MUSHROOM KINGDOM

If you complete all eight one-player games for the initial characters and play on all eight arenas in Versus Mode, you can open up the hidden Super Mario Bros. stage. The round features 3-D graphics of the NES classic.









KICK evil in the ASTEROID.
Starshot
Space Circus Fever
Otherworldly evil. Unearthly friends. Unusual means of transportation. It's a big galaxy, somebody has to clean it up. TWINKLE, TWINKLE THIS, FLYBOY.
• Experience the pure rush of flight as your skill is tested time and time again.
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The ants pick the food. The grasshoppers eat the food. It's been that way forever. In fact, it's a bug's life.

i thought ants had six legs

Last fall, moviegoers were able to stand on the edge of Disney/Pixar's digital ant colony and take a ninety minute peek inside, but thanks to Activision and Disney Interactive gamers will delight in the chance to see the world through Flik's eyes and finally experience what it's like to truly lead A Bug's Life. This fully 3-D romp through the microcosmos that exists in your very own backyard is a faithful translation of the winning film, with every plot point intact. Catch up with the circus in Bug City. Protect Dot from the rabid Thumper. Assemble the bird. Escape from Hopper as he tries to stomp out your colony's existence. Every amazing sequence from the gorgeously animated movie is at your disposal, but do you have the skills it takes to survive a world where a blade of grass is as tall as a skyscraper? The question will be answered soon, because A Bug's Life is coming this spring to a Nintendo 64 near you.

Flik must use vines to swing over pits and escape from bugs with bad tempers.

are you feelin' a little ant-sy?



Meet Flik: bright, inventive and overly eager. In fact, it's his enthusiasm that lands the colony in hot water with the local bullies, the Grasshoppers. Led by the battle-scarred, silver-tongued Hopper, the Grasshoppers use scare tactics to steal the lion's share of the ants' food supply every harvest season. When Flik accidentally knocks Hopper's bounty into the pond, it's up to him to find a way to protect the colony from the marauding crickets.

And that's where A Bug's Life for N64 starts. It drops you into the action only minutes before the film's second act, and you must follow doe-eyed Dot to the entrance of the colony. But A Bug's Life refuses to be as linear as its celluloid counterpart. During each level, Flik must collect a requisite number of grains as well as find the letters of his name to earn extra chances.

In addition to having to collect grass and letters, Flik must solve puzzles, such as arranging multi-colored seeds to advance to higher areas or out-maneuver danger. A red seed grows a trampoline-like mushroom that can propel him to a lofty platform. A green seed produces a vine that can be used as a stairway. Players must learn which seed is best to use, and sometimes they must even use seeds in tandem to create mousetrap-like setups. For example, a tendril may create a stair that will reach the next ledge, but the leafy step will be too tall to reach. Flik must then scavenge a red seed, plant it next to the vine and use the mushroom to bounce to the leaf.



Flik must find the seeds before he can plant them. When carrying a seed, Flik cannot throw berries at other bugs; instead, he will have to outrun them—which can be a difficult prospect when they're much bigger than he is.

be careful not to step on the actors

The film of A Bug's Life featured a varied cast of characters, from a walkingstick with a penchant for histrionics to a ladybug with a serious identity crisis. Every character from the silver screen has enjoyed a polygonal makeover and is eager to help you complete your quest to put an end to the Grasshopper menace.

In the Clover Forest, you will meet up with Francis and Slim, the vaudevillian ladybug and walkingstick duo. They assist you in finding the required pieces of the bird, the colony's last hope for driving away Hopper. You will also encounter Manny the praying mantis and Gypsy the gypsy moth, a magic team that will also aid in assembling the bird. When you climb the tree in a later level, Rosie the spider will spin webs that allow you to pull yourself to higher ground. In the recreation of the film's conclusion, players can control Princess Atta as she rescues Flik from a rampaging Hopper.

Fans of the film's incredible voice talents will be excited to know that Flik's voice, provided by David Foley (NewsRadio), will appear in the game. The voice samples were recorded especially for the game.



Francis uses the twiggy limbs of his friend Slim (much to Slim's chagrin) to help Flik reach one of the pieces of the bird in Clover Forest.

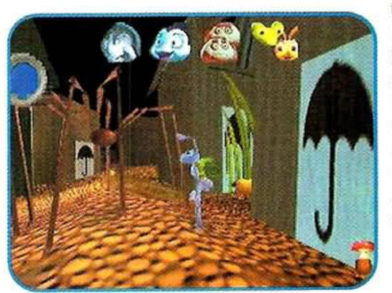


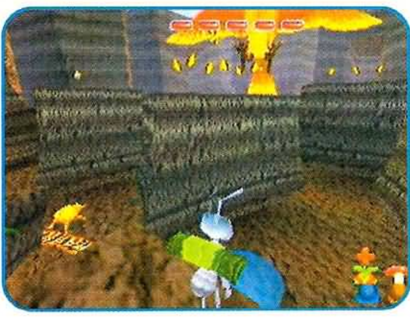
i'm off to bug city



While the distance between the colony and Bug City may be only a hop, skip and a jump to a human, it's a mighty long haul for an ant. Walking all the way to Bug City would take Flik, and subsequently the gamer, many days of travel time. To speed up his journey, Flik must pilot a dandelion seed across the treacherous, scorched earth of a dried-up pond. The player must keep Flik airborne by guiding his seed from one whirly-weed to the next, using the plumes of air to keep the fearless ant from crash-landing onto terra firma. If Flik gets caught standing around on the sun-cracked plains, he will draw the attention of the insect kingdom's worst enemies: birds.

In fact, the feathered nemeses serve as the inspiration for Flik's plans to thwart Hopper's return to the colony. Flik rallies support from the other ants to help him build a Trojan Horse of sorts: a make-shift bird convincing enough to scare Hopper away for good. In the game, you must collect the pieces of the twiggy sparrow that chases Hopper out of the colony and to his doom. After all, you know what they say about the early bird...





If gravity gets the best of your dandelion seed, you will crash into the earth and fall victim to a bug's worst nightmare: birds. While trying to reach Bug City, you will have to brave a bird's nest while collecting grain.

a real pain in the thorax

While searching for the colony's salvation, Flik must overcome a myriad of ant-hating antagonists. Expect to find trouble in the form of a gang of rabid Grasshoppers, all intent on kicking your multi-segmented body back to the colony. Maniacal Thumper will assail you in the colony and Molt will strike later on, when you least expect it. While in bug city, plan on crossing antennae with Thud, a lippy horsefly who seems to have a beef with the entire world. The film's villainous crew is complemented by an assortment of insects such as spindly daddy longlegs, bumbling earthworms, mean-spirited hornets and pillbugs that you must convince with a few berries upside the cranium to let you pass into certain areas. Beware of millipedes that dart out of the earth without warning, and never let the spiders out of your sight.

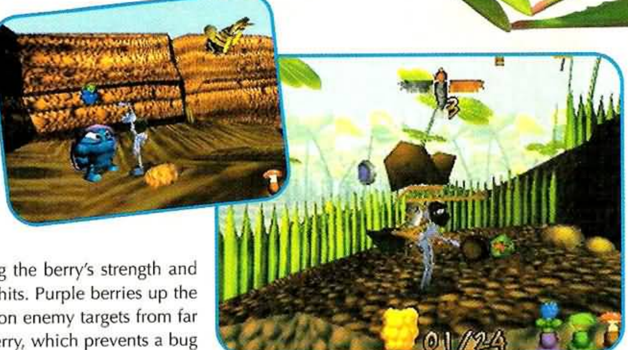


Big, bad Hopper is unaffected by Flik's simple red berries. You will need to find a power-up if you want to send the crazy cricket packing.



there's something about berry

When Flik begins his adventure, he's packin' an unlimited supply of berries, which serve as weapons against enemies. Just like at any summer picnic, there's an endless supply of bugs. The only catch with the bottomless berry bag is that these initial berries are the lowest form of firepower against buggy adversaries. Some insects can withstand many hits from Flik's lowly berries, while others are altogether impervious to the juicy bullets. Flik must locate berry power-ups if he wants to survive longer than the blink of a fly's thousand eyes.



The blue berries are the first power-up, increasing the berry's strength and allowing you to knock out incoming bugs with fewer hits. Purple berries up the berry power even further. Green berries can home in on enemy targets from far away. The pinnacle of berry evolution is the golden berry, which prevents a bug from ever regenerating itself on that level.

While Flik's berries may help him ward off other bugs, there is little he can do to defend himself when they get in close. But Flik, the pioneer of ant technology, has managed to develop a shoulder-mounted grain harvesting apparatus that doubles as insect repellent. When Flik finds the harvester—there is one hidden on each level—he becomes temporarily invincible. In additional to providing much-needed armor, the harvester can also quickly suck up grain.

If you manage to find the harvester, take full advantage of its protective powers. Not only will it send bugs packing, but it will permanently forbid them from regenerating on that level.

highly ant-icipated

The real dilemma when transforming a boffo flick into a video game is knowing how to tinker with the property enough so that it's an enjoyable game, while staying true to its Hollywood roots. Instead of viewing it as a Herculean task, associate producer Peter Wyse saw it as a labor of love.

"It was an exciting opportunity," according to Wyse. "Flik is a well thought-out character who's a likable hero, and that opens up a wealth of possibilities." Rather than thinking only within the limitations of film-style storytelling, his team decided to stretch the property and "take [Disney/Pixar's] mythology and expand and apply it to the video game world."

With the story ready to port over from the film, Wyse's team needed to invent interactive elements to elevate the game beyond a simple run-from-point-A-to-point-B affair. What they came up with was the seed structure, the need to change the color of seeds to reach points in the game they could not normally reach. "What I'm most proud of," said Wyse, "is that we managed to create an action-platformer with strong puzzle elements."

A Bug's Life did solid box office last fall. There's no reason the game can't make a similar splash this spring.



The graphics in A Bug's Life are bright and lively like the movies, and they successfully recreate the film's atmosphere.

CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #



Courting Some Codes

There's no lockout to worry about in College Hoops. Access the game's Options Menu, then select the Secret Codes Screen to enter a code. Reenter the code to deactivate it.

Code	Description
BUZZZ	Deactivates Shot Clock
GHOST	Transparent Players
NOFANS	Eliminates Audience
NOGGIN	Big Head Mode
TEAM-Z	Unlocks Z-Axis Team
THIRTY	60-Second Game
TRAILS	Ball Leaves a Trail
Z-WOOD	Unlocks Z-Axis Court



Let's play shirts versus skins. No wait! Let's play poltergeist versus ectoplasm with the GHOST code!



What if they started a game, and no one showed up? NOFANS illustrates the answer by clearing out the bleachers.



It's a good thing they're not playing dodgeball—those big heads from the NOGGIN code would make for easy targets.



To access team Z-Axis, the developers of FOX Interactive's game, enter TEAM-Z and call them off the bench.

THE LEGEND OF ZELDA OCARINA OF TIME™

Hyrulean Hijinks

Hyrule is home to many things, and codes aren't one of them. Even so, Link has a few tricks up his sleeves, tunic or wherever else a Hero of Time could hide an extra Skulltula, rupee or bottle. If your inventory has got you down, get a boost from one of these item-amassing tricks.

100-plus Skulltulas



Play the Song of Storms at the tree in front of Hyrule Castle (near Malon) to enter the lair of a Skulltula. Retrieve its token with your boomerang, but before catching it, backflip onto the warp platform. If you return to the hole, the spider will still be there, but you'll get credit for its token.

21 Bottles



To exceed the supposed four-bottle limit, swing a bottle at a fish, but before you capture it, pause the game, then replace your bottle with a new C-Button item. Note: The item you chose will be gone, but another bottle will have taken its place.

Raking in the Rupees



A bug captured in a bottle will become many bugs when you release it. To earn rupees, free a bottled bug, catch the numerous bugs that flee, then sell the mites to the bug buyer in the Market or in Kakariko Village. Keep one bug to bring back whenever you need to tap into this unlimited source of money.



More Handy Cheats

Do you want more codes? Talk to the hand. We did just that, and it turns out the gloved one (not Michael Jackson) had a few more codes to hand out. Pause a game, then press the following C Buttons. For infinite lives, press top, top, top, top, top, right, bottom and right. For infinite energy, press right, right, bottom, right, right, right, top and left. To play as a frog, hit top, right, bottom, right, top, left, left, and top.



Use the C Buttons to enter the Glover codes when you've paused your game.



Maybe it is easy being green. As a frog, you can earn an extra life by eating a bug.

Swarm Secrets

Codes are our beeswax, and Buck Bumble hides a honey of a secret or two in its hive. While viewing the main menu screen, press the Control Pad Left, Right, Up and then Down, then hold the Z Button while pressing the Control Pad Right, Right, Left and then Left. After you hear the chimes, start a game, then press A, B and R simultaneously to refill your life meter and instantly access all weapons. To activate the Level Select, go to the main menu, hold the Z Button while pressing the Control Pad Right, Down, Down and then Right. Release the Z Button, then press Right, Up, Down, Left, Left, Up, Right and then Right. When you start your game, you'll access the Select Mission Screen.



Enter the Full Weapons/Life code, then press A, B and R simultaneously while playing.



Using the Level Skip Cheat

Coming soon to the N64 is Disney's A Bug's Life (see page 34 for a preview), but if you're antsy, you can live the life of a bug on Game Boy Color. And if you get stuck in the game like a fly in a spiderweb, you can always skip ahead by entering these combinations on the Password Screen.

Area	Password
Level 1 Bonus Round	BL26
Level 2	9LKK
Level 3	5P9K
Level 4	6652
Level 5	BKK2
Level 6	2PLB
Level 7	6562
Level 8	L59B



The Scorpion and Cobra Cars

Who says winning is everything? Normally, you'd have to win races to earn the rights to the Scorpion Car and Cobra Car in S.C.A.R.S., but with a few codes, you'll have the instant gratification of souped-up transportation. To punch in the passwords, select Settings from the Options Menu.



Use the Z and R Buttons to type in TRTTLL as your password and strike up the Cobra Car.



To sting tailgaters with a new, improved car, unlock the Scorpion Car by typing SDSSRT.

BATTLETANX

Tread on These

BattleTanx comes fully loaded with codes you can enter into the game's Input Code Screen, and the game comes armed with a hidden quirk. Programmers like to call such secrets "Easter Eggs," and what better place is there for us to reveal one than in our April issue? To activate a "super weapon," collect three of the same kind of power-up. Select the power-up, then press the A and B Buttons at the same time to unleash the weapon's new effect.

Code	Description
CRSTLCLR	Invisibility
FRGZ	Plague of Frogs
LTSLTSGNGS	Unlocks Gangs in Campaign Mode
MSTSRVV	Invulnerability
TDZ	Turns Queen Lords into Toads
WMNRSMRTR	Unlocks Storm Ravens Gang



This month's Glover code features frogs, and so does BattleTanx's FRGZ code.



The LTSLTSGNGS code will unlock new tanks and gangs for use in Campaign Mode.



Losing is a thing of the past with MSTSRVV, but tanks for the memories.



With the WMNRSMRTR code, you can unlock the all-female gang, the Storm Ravens.



New Options Menu

If Chopper Attack has sent you into a tailspin, activate the game's debug menu to access its Stage Select and other goodies. When the title screen appears, hold the Z Button while pressing the Control Pad Right, Left, Up and then Down, followed by A, B and then Start.



Move the Control Pad Up or Down to highlight an option, then press it Right or Left.



Option and Clear Mission seem to have no effect, but Texture affects graphics.

KNIFE EDGE NoseGunner

Stage Select and Super Difficulty

For sheer Knife Edge challenge, make the game pointedly tougher by adding the Super Difficulty Level. When the Kemco logo is on screen, hold the R, L and top C Buttons, then hit the right C Button, left C Button and then the B Button. To access the Stage Select for Story or Team Mode, go to the Stage Screen where you choose your path. Press and hold the R Button and all four C Buttons, then tap the Control Pad Right, Up, Left then Down.



The copyright info will turn yellow if you enter the Super Difficulty code correctly.



Enter the Stage Select Code on the Stage/Path Screen of Story or Team Mode.

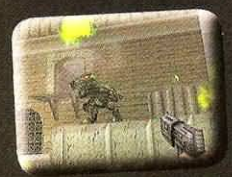
Turok 2 Seeds of Evil

Seeds of Evil, Codes Aplenty

The programmers at Iguana Entertainment have planted more than just Seeds of Evil in Turok 2—they've planted a bumper crop of codes, including the Blackout code activated when you enter LIGHTSOUT on the Enter Cheat Screen. To view the game's credits, use ONLYTHEBEST as your code word. Or, if you'd rather not type in any of the aforementioned or following code words individually, use the code word "BEWAREOBLIVIONISATHAND" to enable the Big Cheat.

Big Hands and Big Feet Mode

To give the characters extreme extremities, boost their shoe and glove sizes with the STOMPEM code.



Big Head Mode

There's no ego-boosting involved here. All it takes is the code word UBERNOODLE to inflate the characters' heads into super noggins.

Frooty Stripes

Just because evil has taken over the land doesn't mean that it can't look like a happy place. Redecorate the world in a cheery rainbow scheme with FROOTSTRIPE.



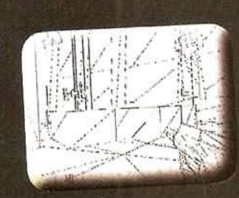
Gouraud Mode

Smooth out the details of the game by removing Turok 2's texture maps with the code "WHATSATEXTUREMAP."



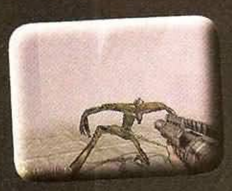
Pen and Ink Mode

If you have a Bachelor of Fine Arts degree, you should be quite the artist. And if you use the IGOTABFA code, you can view the minimalist artistry of Turok 2's graphics by reducing them to sketchy wire frames.



Stick Mode

Has holistic medicine made the characters lose weight or is it just the effects of the HOLASTICKBOY code that slims Turok 2's characters into beanpoles of evil?



Tiny Mode

The Seeds of Evil will yield only sprouts if you enter PIPSQUEAK, a code that shrinks characters into runts.



Zach Attack Cheat

While HEEERESJUAN puts the face of a Nintendo Power contest winner on the Life Force Tokens, AAHGOO adorns the tokens with the face of a baby. How Teletubby-esque!



If you have a trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to classified@nintendo.com. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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98073-9733



With Sammy Sosa leading the way, Triple Play 2000 has real star quality. The graphics, sound and extra TV touches, such as shifting camera angles, are among the league leaders. But for the entire story of the game, stay tuned.

TRIPLE PLAY 2000™

Looking like a legitimate contender, EA Sports' Triple Play series enters the crowded N64 division race this year for the first time. The graphics include all sorts of visual cues that will make players think of live or televised games, and the sound may be the best in any baseball game. Features such as the Diamondvision screens and smart-mouthed hecklers have been taken straight out of major league ballparks. TP2000 also features realistic batting, rather slow menu-based pitching, and strong fielding play control. It's a good mix, but the competition is fierce.

PLAY BALL!

THE SINGLE GAME

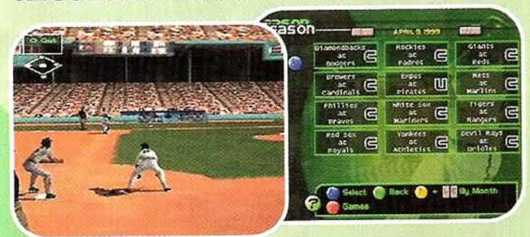
For those times when you want to get right into a game, TP2000 has two quick-play options. The Quick Start option selects both teams and, with the push of a button, launches a one-player game. The Single Game option lets you pick the teams, number of innings, difficulty setting and several other options before starting the game for one or two players.



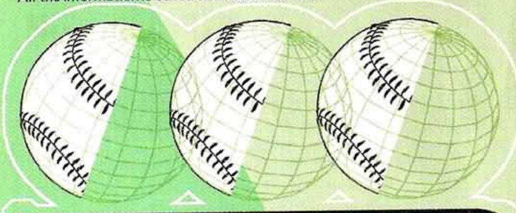
THE SEASON

TP2000 gives die-hard players the option to own and operate teams and play up to 162 games. But even playing one full schedule may be overkill for some, so options exist for playing fewer games or for letting the computer simulate any or all of the games.

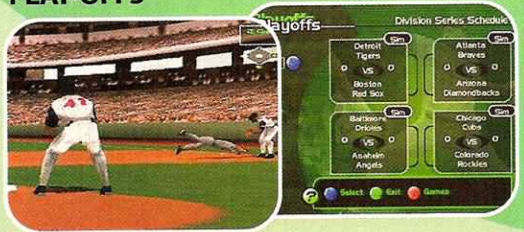
REGULAR SEASON



The regular season schedule allows players to play the contests, manage their teams, trade players, create players and track stats throughout the season. All the information is saved on a Controller Pak.

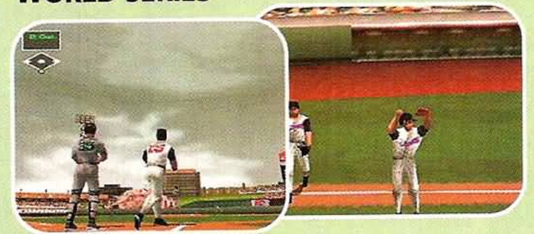


PLAY-OFFS



If you think the season doesn't really heat up until October, then you might want to go straight to Play-off Mode. You get to choose the 16 teams competing at the Division Series level and control as many of them as you want.

WORLD SERIES



The Fall Classic takes place if you play a Season or Play-off schedule to its completion. Just as in real life, the Series moves between the home ballparks of the two teams. The game even chooses an MVP.

THE SUICIDE SQUEEZE

TP2000 is realistic enough to allow players to use real offensive and defensive strategies, such as the Suicide Squeeze. When you have fewer than two outs and a runner on third, try the Squeeze. The runner should break for home as the pitch is delivered. The key is to lay down a bunt beyond the pitcher. Played correctly, there is no way to stop the runner from scoring.





PITCH OUT

On defense, if you suspect a squeeze, or if the batter moves to a bunt position—a dead giveaway—then PITCH OUT using the right C Button. Keep in mind the runners on the bases. For instance, if you forget that you have three runners on and you PITCH OUT with three balls, you'll walk in a run. That's the Fake Squeeze.





HOME RUN CHALLENGE

Mark McGwire and Sammy Sosa are the default competitors in this head-to-head Home Run Challenge Mode, but you can choose any hitter from any team. Other optional settings include wind, time of day and difficulty level, which affects how you control the bat and swing. During the competition, players should use only Power Swings (triggered by the B Button) and keep the Control Stick pushed forward to hit deep flies. Every pitch will be right down the middle of the plate. With a little practice, you should hit dozens of consecutive homers.



On Easy Batting Mode, you don't have to move the hit zone to meet the ball. You just have to time your swing correctly. If you really want a challenge, though, use the Hard Batting Mode. You can choose your favorite pitch, as well.

MANAGEMENT



Video Managers will have a field day with TP2000. Options include Trades, Create Player, Sign Free Agents and Rosters. You can create a team of super players or sign free agents and trade for all-stars to shore up your team.

BALL CURSOR



Several options exist to make things easier or harder for the batter. The Ball Cursor is a blue square that moves just below the ball during the pitch. When using the Hard Batting Mode, it's a good idea to use the Cursor, as well.

AWARDS

The CPU selects Most Valuable Players after each game and for the World Series based on stats for the game or series. World Series winners also receive the championship trophy. It would have been better if EA Sports had included a ceremony.



PLAYER OF THE GAME



SEASON MVP



TROPHY

HIT AND RUN

Bunts, steals, sacrifices and smart hitting characterize the aggressive Hit and Run strategy. TP2000 includes great base running controls such as stealing before the windup and increasing your lead-off. Also, you can easily direct your hits using the Control Stick. The Hit and Run is the way to rack up wins in Triple Play 2000.





PLAYING THE LINES

Defending against the Hit and Run is tougher than facing a lineup of power hitters, because you have to set up your defense. Consider where the runners are located, if the batter is left- or right-handed and how many outs are left. TP2000 lets you move infielders and outfielders to cover the lines. Always look for the force and double-play opportunities.





Difficulty Level Options

	ROOKIE	PRO	ALL-STAR
FIELDING	CPU ASSIST	MANUAL	MANUAL
THROWING	MANUAL	MANUAL	MANUAL
BASE RUNNING	AUTO	MANUAL	MANUAL
PITCH AFTER-TOUCH	OFF	ON	ON
FIELDING AID	ON	ON	ON
GAME SPEED	SLOW	NORM	FAST
OVERLAYS	STATS	STATS	STATS
CPU SKILL LEVEL	EASY	TALENTED	LEGENDARY

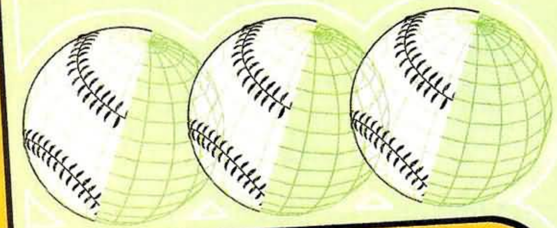
ROSTERS & STATS



You can make roster moves between teams before games and on one team during a game. You can duplicate any move that can be made in real baseball. Warm up pitchers in the bull pen, use pinch hitters when necessary, and change your lineup as you see fit. Player stats will help you make the right roster moves.



The use of statistics is most helpful when deciding if you want to trade for a player or when you acquire a free agent. All the relevant stats from the current season (or the default stats from the actual 1998 season) will tell the full story of a player's performance and potential.



THE STANCE





Placement of hits is important if you're playing Hit and Run baseball, because you want to aim for the holes in the defense. One way to place hits is to open or close your stance using the Z Button and Control Stick. You can also affect placement by pushing Left or Right on the Control Stick when you hit. Pushing Down or Up on the Stick controls elevation, as well.

THE CUTOFF MAN





It's usually best to use the cutoff man on a long throw, because two shorter throws are more accurate than one long-distance throw. This is particularly important when playing with the Error Option turned on. In TP2000, push the A Button to hit the cutoff man. The cutoff throw is automatic. When that player has the ball, you can direct his throw to the correct base.

POWER PICKS

Keeping in mind that Triple Play 2000's default rosters were set as of January 1, 1999—when The Rocket hadn't joined the Yankees and The Big Cat was still prowling around Atlanta. Your Power editors picked the teams most likely to get you into the play-offs. Even with last-minute roster changes, you can't go wrong with these powerful teams.



New York YANKEES

- Founded: 1901
- Best Record: 114-48
- Last Year: 114-48
- Division Titles: 7
- WS Titles: 24
- Last Title: 1998



Yankee Stadium

- Built: 1923
- Surface: Blue Grass
- Capacity: 57,545
- Left: 318
- Center: 408
- Right: 314



Cleveland INDIANS

- Founded: 1901
- Best Record: 111-43
- Last Year: 89-73
- Division Titles: 4
- WS Titles: 2
- Last Title: 1948



Jacobs Field

- Built: 1994
- Surface: Natural Grass
- Capacity: 42,400
- Left: 325
- Center: 405
- Right: 325





Anaheim ANGELS

- Founded: 1961
- Best Record: 93-69
- Last Year: 85-77
- Division Titles: 3
- WS Titles: 0
- Last Title: None



Edison International Field

- Built: 1966
- Surface: Blue Grass
- Capacity: 33,851
- Left: 333
- Center: 404
- Right: 333





Baltimore ORIOLES

- Founded: 1901
- Best Record: 109-53
- Last Year: 79-83
- Division Titles: 8
- WS Titles: 3
- Last Title: 1983



Baltimore Stadium

- Built: 1992
- Surface: Natural Grass
- Capacity: 48079
- Left: 333
- Center: 400
- Right: 318





Atlanta BRAVES

- Founded: 1876
- Best Record: 106-56
- Last Year: 105-56
- Division Titles: 9
- WS Titles: 3
- Last Title: 1995



Turner Field

- Built: 1996
- Surface: Natural Grass
- Capacity: 49,831
- Left: 335
- Center: 400
- Right: 330



Houston ASTROS

- Founded: 1962
- Best Record: 102-60
- Last Year: 102-60
- Division Titles: 4
- WS Titles: 0
- Last Title: None



The Astrodome

- Built: 1965
- Surface: Artificial Turf
- Capacity: 54,313
- Left: 325
- Center: 400
- Right: 325

Los Angeles DODGERS

- Founded: 1884
- Best Record: 105-49
- Last Year: 83-79
- Division Titles: 7
- WS Titles: 6
- Last Title: 1988



Dodger Stadium

- Built: 1962
- Surface: Natural Grass
- Capacity: 56,000
- Left: 330
- Center: 395
- Right: 330





Chicago CUBS

- Founded: 1876
- Best Record: 116-36
- Last Year: 90-73
- Division Titles: 2
- WS Titles: 2
- Last Title: 1908



Wrigley Field

- Built: 1914
- Surface: Natural Grass
- Capacity: 38,765
- Left: 355
- Center: 400
- Right: 353



HALL OF FAME TIME?



Triple Play 2000 feels like real baseball. Gamers use real, hardball strategies, experience actual ballparks and compete against real ML players. The sound effects and announcing are great. But that same realism also means that TP2000 moves along at a snail's pace, perhaps twice as slowly as Bottom of the 9th. The pitching control is also slow, and it's difficult to place your pitches with accuracy. Two strikes do not make an out, though, and Triple Play 2000 scores as many points as the competition, possibly more.

THE SEQUEL YOU'VE BEEN WAITING FOR!

THREE NEW MUTANTS!

RAMPAGE 2™

UNIVERSAL TOUR

3-PLAYER COMPATIBLE ON BOTH PLATFORMS!

NEW CITIES PLUS A TRIP TO OUTER SPACE!

RALPH, GEORGE AND LIZZY RETURN LOOKING BETTER THAN EVER!

MAXIMUM MAYHEM UNLEASHES A POWERFUL BONUS CHARACTER.

THEY ATE LONDON. THEY ATE FRANCE. THEY ATE GRANNY AND HER UNDERPANTS.



















www.midway.com



O.D.T. stands for Or Die Trying, but it also represents the melding of action with abbreviated RPG game play. Regardless of what the letters stand for, the initial reaction for O.D.T., from Psygnosis, could very well be that it's a game worth trying.

When a plague seizes the planet, Captain Lamat pilots his crew to retrieve a green pearl rumored to have healing powers. On the return trip, the ship crash-lands on a tower of gigantic size initiating an adventure of epic proportion. In Psygnosis's attempt to blend the RPG staples of magic and experience points with gritty gunplay, Trying emerges as a valiant effort.



While Captain Lamat is not a playable character, the four members of his crew are. Players cannot switch characters midgame, so consider their individual attributes carefully.

Ike Hawkins



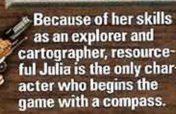
The corporal has a checkered past, but despite being rough around the edges, he is one of O.D.T.'s most well-rounded characters.

Maxx Havok



Blaming himself for the crash, Chief Engineer Havoc represents the brawn, so his Armor Meter is beefed-up from the get-go.

Julia Chase





Because of her skills as an explorer and cartographer, resourceful Julia is the only character who begins the game with a compass.

Solaar



As a Magi versed in spellbinding, Solaar lacks firearm wizardry but has plenty of Spirit, enabling him to learn and cast magic easily.



WEAPONRY

Firearms fall into four categories: Light, Fire, Ionic and Fusion. Each character specializes in one or more category of weaponry, and each type uses its own kind of ammunition. Upgrades specific to a weapon category can improve a gun, but the number of times you can raise a weapon's ability will depend on which character you choose.

Primary Weapon



Light

In most shooting situations, it's best to fire your lasers. Powered by blue ammo, the Light weapon can sear far-reaching blasts with rapid fire.



Fire

Ideal for close-range fighting, the Fire weapon can easily scorch tiny, evasive enemies, such as raptors and bats, with its flame bursts.



Ionic

The Ionic weapon is the weakest of the weapons, but its lightning bolts have great range and enable you to zap enemies from a safe distance.



Fusion

The most powerful of the four weapons, Fusion can wipe out everything in its path, but the weapon is slow to recharge and quick to deplete ammo.

Spells



Earth Spells

Sixteen spells exist in the realm of O.D.T., and each spell comes in the form of an elemental crystal such as an Earth Spell crystal.



Healing

If your red gauge shows you're low on health, revitalize and refill a portion of the meter by casting the Healing Spell.



Mana

By invoking the Mana Spell, you can drain some of your energy to replenish some of your Mana, or spellbinding, ability.



Miniaturize

Many enemies will tower over you. To cut them down to size, shrink them with the Miniaturize Spell.



Blast

For a temporary weapon upgrade that will juice up your weapons with more potent firepower, conjure up the Blast Spell.



Water Spells



Within each elemental spell, such as the Water Spell, there are four incantations, and you won't know which one you've found until you've learned to use the spell.



Wall

If you need cover, shield yourself behind the Ice Wall that protects you from attacks but melts after a few seconds.

Vampire

To suck the life out of an enemy and add its energy to your meter, take stake in the parasitic Vampire Spell.



Freeze

The Freeze Spell will chill your enemy into a state of suspended animation, temporarily transforming it into a sitting duck.

Antidote

Some attacks you endure may poison, electrocute or slow you down, but the Antidote can reverse their effects.



Air Spells



To learn any of the spells, you must first have enough Spirit. As you play, your character will gain experience points that you can apply to your Weapon, Armor or Spirit Meter.



Twister

When battling smaller enemies, brew up a storm with the Twister Spell to whisk them away in a tornado.



Ghost

If you need to battle an enemy at close range or catch it off guard, cloak yourself with the Ghost Spell's temporary invisibility.



Teleport

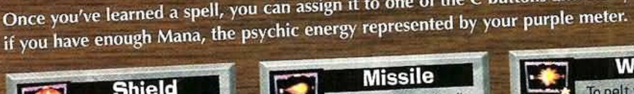
Green strips on the floor are checkpoints, and by casting the Teleport Spell, you'll warp to the last one you crossed.

Lightning

To reign over enemies, assail them with an electrical storm by summoning the Lightning Spell to open up the sky.



Fire Spells



Once you've learned a spell, you can assign it to one of the C Buttons and cast your magic if you have enough Mana, the psychic energy represented by your purple meter.



Rain

Similar to Lightning, the Fire Rain will unleash an isolated storm above your enemy. In this case, it will rain down flames.

Shield

Fall into a burning ring of fire to protect yourself inside the Fire Shield. Anything that touches it will be set ablaze.



Missile

With the Fire Missile Spell, you can send out fireballs that will ignite your enemies when your projectiles hit them.

Works

To pelt your enemy with a dazzling but dangerous display of fireworks, shower your foe with the Works.

THE NAUTIFLYUS

With the green pearl on board, the *Nautiflyus* journeys back to Calli. The shortest route to the ailing civilization passes over uncharted territory, and when the ship crashes, the crew must scramble to find repair materials.

Switch-hitting



The ledge to the right of the bluish stairs leads to a lever. Pull it to reveal a crawl space on the opposite side of the walkway.

Items on the Ledges



You can find items strewn about the region for free, but not without risk. Many appear on ledges, so make careful leaps to reach them.

Meet Your Crew



On your way, you'll meet the playable characters. If you're Julia, Maxx will give you mines, and if you're Maxx, Julia will give you a compass.

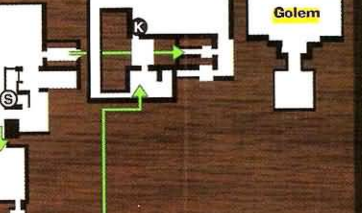
THE ROOFS

On the Roofs, you'll discover disturbing news. While the crew scoured the tower for repair materials, a creature has invaded the ship to kidnap the captain and steal the green pearl.

Walking the Planks



To find a power-up that will vary depending on the character you're using, journey to the planked area above the purple D on the map to the right.



Hit or Missile



Turrets guard the interior of the white key area. A blast from one can knock you back a few steps, so avoid attacking when standing on a ledge.

The Spell in a Cell



To open the cage imprisoning the spell, enter the pit across from it. Spikes jut from the pit floor, so carefully descend, then pull the lever.

Hole in the Wall



You can blast your way through sections of wall that have irregular looking surfaces, such as the area at the top of the stairs.

Hidden Items



Items may lurk over your head, but the concept of collecting them shouldn't. Leap onto the rafters to claim hidden goods.

The Black Key



Holed up behind a breakaway wall floats the black key. Make your entrance by blasting the cracked surface of the wall.

GOLEM

The tower is home to unknown terrors, and by standing on the square platform in the center of the room, you'll summon one of them–the stone monster.





The range and rapid-fire capabilities of your lasers make them the best foil for the golem. Since the creature plods slowly while throwing rocks, you can evade its attacks by pressing B to roll away after firing.

Goemon's Great Adventure™

© 1999 Konami

Why shouldn't a ninja be armed with a sense of humor? After all, Konami's mystical ninja, Goemon, dispatches his foes with a smile. And if you're willing to give in to the charms of this first-rate platformer, you'll find yourself hacking and slashing the Kabuki-inspired countryside with a grin, too.

Goemon-a-Go-Go!

Goemon's first appearance on the N64 was a silly 3-D romp marked by goofy dialogue and cybernetic slap fights. In his second polygonal showdown with the forces of evil, Goemon returns to his side-scrolling roots in the first cooperative platformer for the N64. Instead of confronting the enemy alone, players can double up from Goemon's whimsical ninja strike force and engage the enemy faster than you can say "yakisoba."



Survey the countryside in glorious 3-D. Move Goemon around the map to select a stage to enter. When you have completed the stage's objectives, a clear flag will mark the area.


While Goemon's movement is essentially two-dimensional, his path can veer in any direction, giving the game a "2 ½-D" look.

Double the Danger

Goemon's Great Adventure may excel as a side-scroller, but it truly shines as a multiplayer ninja-thon. Two players can work cooperatively to rid the mystical realm of the cursed monsters that roam the pixelated plains and use each other's power-ups to overcome obstacles. With a little practice you and a friend will work together as naturally as eel and seaweed (or "milk and cookies" for Western audiences).


Piggyback your partner to make a potent projectile! While playing separately may allow you to gain more ground, fusing into one superninja will allow you to tackle bigger baddies.


While piloting Impact, Goemon's thundering robot, you can use the R Button to pass the baton between players and gang up on your enemies.

Ninja-rama!

The evil Bismaru has stolen a machine that can resurrect the dead, and it's up to Goemon's mod squad of ninjas to defeat him! Each character has special powers that are better suited for some areas, so learn which ninja to bring into battle and which to leave lounging at the tea house.



Use the interdimensional tea house to switch among the three valiant ninjas. (No word on how valiant Ebisumaru is yet.)



Goemon's ninja pipe seems like the best all-around weapon, but everybody's weapon is useful in particular situations.

Goemon



Goemon predicts that one day all ninjas will wear blue pineapples on their heads. Until then, he ignores the snickers behind his back because he knows that a quick swipe from his ninja pipe will silence all who doubt his mystical prowess.

Goemon's doublejump is useful for reaching high ledges, twirling poles and the cookie jar perched on the top shelf.

Ebisumaru



Roly-poly Ebisumaru fancies himself the most handsome ninja since James Dean (who, incidentally, wasn't a ninja, but that doesn't stop Ebisumaru from drawing absurd comparisons throughout the game). His powerful samurai paddle ping-pongs his foes into oblivion with enough time leftover to enjoy some dumplings.



All that eating has left Ebisumaru with pretty pungent breath. Use his painfully potent attack to clear a path for the bouncy ninja.

Sasuke



Domo arigato, Mr. Roboto! Beneath the pink, sassy Sasuke is a skilled ninjadroid who has come to kick tail and chew bubblegum. And, unfortunately for Bismaru, he's all out of bubblegum. The speedy little android carries a chip on his shoulder–good luck getting close enough to knock it off.

Sasuke's fashionable topknot toupee doubles as a weapon capable of giving an opponent more than a bad hair day.

Yae

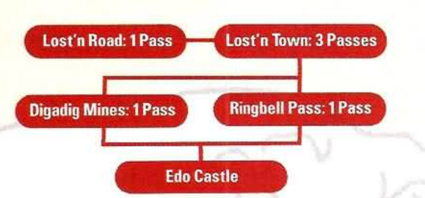
Goemon's green-maned, katana-wielding partner is a real cutup. Nimble Yae can outrun most opponents, but she'd much rather stay and get a little extra mileage out of her cannon. This sometimes mermaid is easy on the eyes—one look and you'll want her to be part of your world.



Holding down the Z Button will power-up Yae's trusty ninja bazooka into a wicked homing device.



Sporting more pastel than an episode of Miami Vice, Bismaru's minions have overrun the peaceful valley of Edo. Goemon must collect every Entry Pass to complete the area.



Lost'n Road

Lost'n Road is lacking yellow bricks. Goemon's troubles begin immediately as a swarm of clay dolls waddles his way. Take advantage of the relative simplicity of the initial stage to hone your pipe-smacking skills, because the stages get much harder as you continue on your route toward Bismaru's keep.



Use floating poles to swing yourself to high ground. While spinning on the pole, press Up on the Control Stick and jump to achieve maximum air.



Once the horse finishes laughing at your do, mount it and use its devastating kick to eliminate enemies.





You can roll spherical rocks over enemies if you stand behind them and push. You cannot collect coins, though, from crushed badniks.



Cycloptic monoliths will try to squash Goemon flatter than kelp. Tease the rock with a false step, then back away as it falls on its face.



You can use the coins you've picked up as projectiles but make sure you don't blow your entire bankroll defeating your foes.

Lost'n Town

Every land has a town where Goemon can buy supplies and complete difficult tasks to earn Entry Passes. Movement in towns is 3-D, so you can walk into the screen in addition to moving left and right. Be sure to enter every door, because you never know what surprises may await inside.



Fly DJ Mania has lost his phat gear and can't bust a groove without your help. Return to Lost'n Road and bring his LP, mike and headphones back to his crib to earn an Entry Pass.



Finding a stranger in your house can be such a drag! This bearded lady will give Goemon a Chain Pipe that allows him to strike a distance.



Lonely Iguana Man appreciates your company. When you visit his dank well, he will give you an Entry Pass.



An old man will ask you to vanquish the mangy Mudtrotters from a nearby road. If you can whack all seven before time's up, you will earn an Entry Pass.

Digadig Mines

High in the mountains of Edo, the Digadig mines has sat dormant for years. Now, they're festering with the likes of Bismaru's denizens. If you are caught outside after sundown, prepare to encounter extra enemies. Use your projectile weapon to clear a platform before jumping to it, because bouncing off a foe will send you into the drink.



Smack the skeleton upside the noggin with your pipe while running from side to side to avoid its infernal breath.



When the moon hangs high in the sky, vicious spiders attack from above. Look for their dangling feet and jump up to swipe them with your pipe.

Ringbell Pass

The mammoth bells of Ringbell Pass alert Edo of encroachers, and since Bismaru's arrival, they're getting quite a workout. Look for power-ups to increase the effectiveness of your weapon. They come in the form of bouncing kittens and no, we're not making that up. Expect the unexpected!



The blue ponies hack up energy balls that send even the mightiest of enemies back to whence they came. Press Up and jump to dismount the steed.



Bang a gong! Striking the bell with the pipe will release goodies, but watch out for nearby nasties that will come running.

Edo Castle

Eye-popping visuals make this perilous pagoda the most beautiful level yet. Fight your way to the top level of this towering inferno, carefully avoiding fire bursts and bumbling baddies. You will need Goemon's double jump to cross burning chasms, so think twice before choosing Ebisumaru to storm the castle.





Rickety yellow steps fall away under your feet, so keep on movin' and groovin'. If you stand still for too long, you will fall into the flames.



You need to ride the moving blocks to reach the upper levels of the pagoda. Push the sliding bricks to the edge of the block to jump on top.



As you jump across the wooden planks, Impact will cough up fireballs in your direction. Stand still to draw its fire, then jump to the next platform safely.

The Scarecrow and Missing King

Awaiting your arrival at the top of the castle is an ill-tempered scarecrow that's hidden away the king and princess of Edo. Beat the stuffing out of this rabid strawman by running in a circular pattern, avoiding its fiery whip and batting its metal missles back at it.





You can hit more than one sphere at a time, so race from ball to ball before it unleashes its whip. Watch out for the shadows of giant balls above that will smother you in one hit.

Sudden Impact

As the dust settles over Edo, Bismaru attacks with one of his many robot forms and engages you in what boils down to a quasi 3-D boxing match. Climb into the cockpit of Impact, Goemon's ninjatronic alter ego, and go rounds with Bismaru's metal carcass in a fight to the finish.



When Bismaru throws kisses at you, punch them to collect coins. Impact can energize these coins and hurl them back at Bismaru.



Bismaru has many devastating attacks, some that you can only guard yourself from. As soon as the purple haze surrounds him, press A and B to guard.

Brawlin' Bots

Regular punches and kicks are not enough to loosen more than a few of Bismaru's screws. These special moves, especially the Fists-o-Fury, will knock Bismaru for a loop. The Mega Power Blast looks difficult to pull off, but if you manage to unleash its massive power on Bismaru it will be well worth the finger-numbing effort.

Punch Combo

B B B A

Fists-o-Fury

↑ ↓ ↑ A

Power Blast

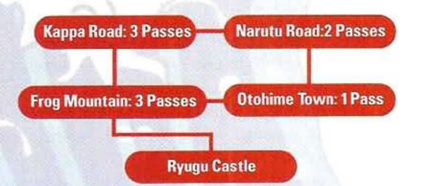
↓ ↓ Z

Mega Power Blast

↑ → ↓ ← ↑
→ ↓ ← ↑ Z



Ryugu is a state that's going nowhere fast—because it's on the back of a turtle! The idyllic fishing paradise has been turned upside down since the invasion of Bismaru's meanies.



Kappa Road

To earn all three Entry Passes available on Kappa Road, you will need to press Yae into action. You won't meet her until you reach Otohime Town, so on your first pass, use Goemon and his double jumps to navigate the caverns. As soon as you dip beneath the waves, be on the lookout for inky octopi.



Yae will need to take turns with Goemon, the only character who can break the star blocks with his Chain Pipe.



As soon as you jump into the water, press the R Button to transform into a mermaid. While dashing, Yae will be temporarily invincible.



Yae can use her bazooka underwater as much as she likes without sacrificing coins. The downside, though, is the difficulty in aiming.



Frog Mountain

If you're not careful, you'll croak before you reach the top of Frog Mountain! Hovering octopus pots will ambush you on the mountain path before you have time to admire their crockery. Skull-backed lobsters can't wait to squeeze you in their pincers. Who knew scaling the back of a tortoise would be so troublesome?



Plump ninjas can't jump, but they can use their fanny-fling super-jump to reach high platforms.



The irrigation reeds will fill up with water and drop Goemon into the oblivion if he's too slow. As the reed gears up for its ascent, jump onto it.



Create a sonic stairway with Esisumaru's megaphone, then bottom-bounce to the higher reeds. You will find an Iguana Boy with an extra Pass at the top.



Otohime Town

Here Goemon and his pals will meet up with Yae, the only ninja with gills, and here, too, Ebisumaru will take the spotlight, meeting up with two mysterious people. Don't forget to visit the wise Plasma, a bag-headed fortune teller flanked by a couple of jitterbugging statues. The strange sights never end in Goemon's Great Adventure.



Ebisumaru must race his nasty dopplegänger to earn an Entry Pass. Since the twin has a jet-pack to propel him to new heights, Ebisumaru must slow him down with throwing stars and his megaphone megablast.





Meet up with Yae in the local tea house. She equips Sasuke with a propeller that will make him effective underwater.



This girl likes a man who can appreciate a good meal. In fact, she gives Ebisumaruh is special weapon: a megaphone that turns his words to stone.



Wacky Plasma will share a few secrets about the area. Listen to his advice and don't let his hip-hop helpers distract you.

Narutu Road

The Narutu Road stage is fairly short if you try to complete it with either of the Goemon team's two landlubbers. You must use either Yae or a geared-up Sasuke to probe the dangerous fathoms below the pier. Sasuke may be faster and easier to control, but he lacks Yae's useful invincibility thrust.



Sasuke parts the waters with his katana and serves up the resident sea life with relish. Avoid the bulbous jellyfish—you can't destroy them.



Hidden in the far depths of the watery labyrinth is a 1-up token. Look for it in the upper-right corner of the tubes.

Ryugu Castle

The partially submerged Ryugu Castle is a haven for aquatic-themed rascals and other scaly ruffians. Lots of enemies lurk above you, so you will need to keep your eyes on the skies while trying to dodge the rolling columns and other grounded foes. Goemon works well on the land masses, but switch to Yae before attempting to brave the deep.



Avoid lingering on escalating blocks. They may make spike-hopping easier, but some will smash you against the ceiling.



The rolling columns are not your only concern here. Ghostly bats haunt the ceiling, so watch yourself on those tricky jumps.



Keep jumping as the spiked ball chases you in the chamber with rapidly-rising water. Occasionally, turn around and blast the ball to pause it.

The Bass Master

Rising from the depths of the Ryugu Castle is a terrifying leviathan capable of delivering a lethal beach ball attack and calling down a lightning storm. Jump from raft to raft, cutting the ropes that will unleash a ceiling attack on the fishy foe.





Flee from the boss's rotating ring attack—there is no way to deflect the shots. When the fish raises its lightning rod, get out of the water. The lightning will heavily damage your character.

Cyber Sushi

Attack Bismaru's submarine robot the same way you did before. When it unleashes the squid missiles, punch them to collect coins. Bismaru's whirlpool weapon will throw fish at you, so quickly bat them away.



Mafu Island

Mafu Island, Goemon's next stop on his quest to punish Bismaru, is where the wild things really are. Descend beneath the crust to an underworld inhabited by flying octopi and ravenous bats.



Kokeshi Road

The creepy path into the underworld is littered with oversized, discarded dolls' heads. If you get caught in a dolls' head sandwich, you will lose all your health and have to start over from the beginning of the level.



The spindly octopi must be dispatched from a distance. They will crash into the ground and release an explosion.



Use the first boulder to bridge the gap, then roll the second boulder over enemies farther up the path.



The pile-driving dolls' heads will squish Goemon like a fish egg. You can collect power-ups, but do not stop to open pots or you'll be smashed.

Maneater Road

The treacherous Maneater Road is named after the twirling grinders that can shred a ninja in no time. Choose a hero who is light on his or her feet to safely avoid the razor-sharp spikes. Collect as many coins as possible before your showdown with a snapping turtle.



Negotiate the spikes with well-timed jumps. Landing between the spikes will be tricky.



The higher path leads to a beaked beast that could really use a breath mint. Pelt it with coins while avoiding its fiery breath.



It will take several hits to defeat one-eyed statues. They shrink with each hit, so stay on top of them or they'll bop you on the kneecap.

Tomb Pass

Tomb Pass is one of the harder stages in Goemon's Great Adventure. Between the armies of axe-carrying samurai zombies and puffed-up, pink marshmallow madmen, Goemon is going to have to be swift with his ninja pipe if he wants to survive.



The zombies will hurl bouncing axes your direction, so zoom in and swat them before they can throw.



Wooden cogs will smash you if you don't time your run up the hill just right. Sasuke's size and speed put him at an advantage.

Pochan Lake

You won't get very far across Pochan Lake if you don't use Yae or Sasuke. A lot of action happens in the water, and Goemon and Ebisumaru are just too turf bound to survive the surf. Watch out for trident-toting merpeople and vicious octopi.



The spiked balls that block the path can be sent airborne with a direct hit and kept there with multiple strikes.

Spooky Town

The towering town of Spooky holds four Entry Passes, but you have to find the right people to talk to in order to get them. You must complete all four quests to earn the Passes, and each one is fun and unique. While in town, stock up on rice balls for the road ahead.



The old woman sends you out to find some magical mushrooms. If you complete the race for the mushrooms, she'll give you a Pass and consider you a fungi-er, a fun guy.



Assist the townsfolk in lighting their fireworks display to earn a Pass. It's a simple game of Simon Says—just watch for the patterns.



The Iguana Men are having trouble returning items to the people they borrowed them from. If you run their errands, you'll get a Pass.



The Robot Guardian will ask you to place hats on his companions in Pochan Lake. Beware of the fraudulent statues, because they'll deprive you of your hats. Spot the fakes that use the word "mysterious."

Majin Castle

The dank depths of Majin Castle lodge a gaggle of ghostly guardians. Axe-juggling zombies shamble toward the heroic band of wily ninjas while floating eyeballs shed tears of potent acid. Only warriors who are fast on their feet will survive the troves of treacherous traps set by Bismaru's battalions.



Agony befalls those caught in the snapping jaws of the ant lions. Wait until the snapper is beneath the dunes before jumping across.



All aboard the war wagon! If you have a partner, he or she can push the wagon while you control the gun turret and rain havoc on your enemies.



A gigantic spiked wheel will start to chew up the tower. Use Goemon's double jumps to keep ahead of its grinding teeth.



Keep track of the ebb and flow of the lava waves. Try to start running during a trough, and don't stop or a crest will overtake you.

Rock's Hard Place

The rotund gatekeeper of Mafu Castle will terrorize you with his massive club and severe somersaults. The key to defeating this behemoth is to spank the ghost that escapes its fleshy host after you whack him. Watch out for falling rocks that assail you from above.





After the flattening heavy tries to bowl you over, he will stand up and try to smack you with his club. Strike him with your weapon just as he rears back with his club, and be quick to hit the ghost.

Thunderball





Bismaru's automaton takes the form of a lord of thunder and lightning. This robot is extremely aggressive, so keep punching! When drums appear around the robot, punch them to pick up coins.

The Legend Continues

The frantic antics of Bismaru are nowhere near complete. The spectral sister has a few more tricks up the ol' sleeve, such as joining forces with Dochuki, the baddest cat ever to escape the Underworld. Goemon and his friends will have their hands full as they continue their quest for justice in this feudal fantasyland.



Dochuki was imprisoned after the inter-ghost wars of the Underworld. He has awakened and has his cranky pants on, so be brave!



THE RE-VOLT DO-IT-YOURSELF GUIDE TO RACING

HOW CAN ACCLAIM MAKE AN N64 RACING GAME THAT STANDS OUT FROM THE CROWD? WE'LL SHOW YOU HOW IN FIVE EASY STEPS.

Step 1. Design It for Fun

Creating a new racing game that didn't look or play like all the other racing games for the N64 was the challenge that Probe Entertainment set for itself when it began development of Re-Volt. According to master game craftsman, Nick Baynes' at Probe, the idea to use R/C cars gave the designers freedom to create something extraordinarily different. "The scale and maneuverability of R/C cars lend themselves to this style of game extremely well," Nick told us. "This model gave us plenty of opportunities to create unusual and exciting situations." Not only are the cars different from everything else on the N64 road, so are the roads themselves. The tracks of Re-Volt wind through museums, gardens, supermarkets and neighborhoods, and at the reduced scale of R/C cars, the tracks are like nothing you've ever seen.



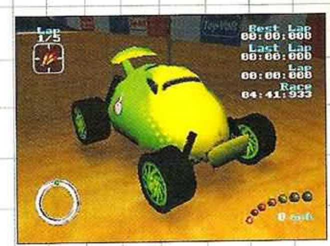


Image 1: Like real R/C cars, the vehicles in Re-Volt come in every shape and color. They are extremely quick and can turn on a dime.

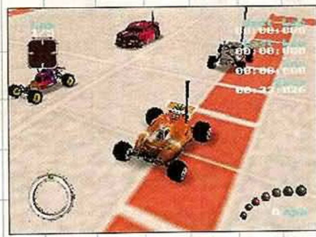


Image 2: Multiple cars challenge the course, each driven by artificial intelligence (AI) that gives the car unique personality traits.



Image 3: Handling is a huge concern in any racing game, but Re-Volt cars had to feel as if they were controlled by an R/C console.



Step 2. Collect All the Right Pieces

When the development team had settled on the concept for Re-Volt, it was time to go to work on the game itself. Programmers, artists and designers at Probe created the pieces shown here—the cars and tracks. Since the game is about 60% complete, some of these elements may change by the time of the game's release this summer.

Add R/C Cars and Play Control

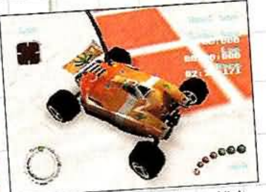
The most obvious step in the development of a world-class racing game is the creation of a cool set of vehicles. Re-Volt cars look and feel like R/C vehicles complete with radio receiver antennas, fat tires and tight turn ratios. When drivers begin the game, eight cars are available. As players achieve goals and win races, they can collect more cars. Goal achievements might include setting a course record or picking up all the hidden stars on a track.

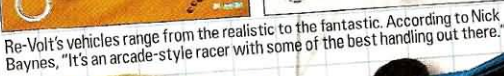
Once you have the vehicles, you've got to create the illusion of controlling them. "The handling is really our best achievement on the N64 so far," Nick told us. "We are running incredibly complex mathematics to get the cars handling just right, and to have it all running well on the N64, and also at a decent frame rate, is a considerable achievement." Probe also plans to include a two-Controller option that lets one player use one Controller for direction and the other for speed and braking to replicate the feel of two-stick R/C controllers.

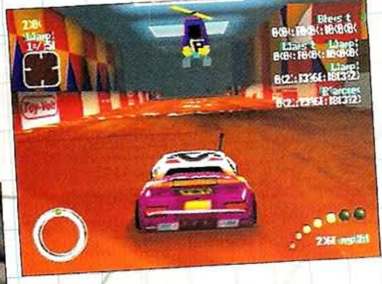









Re-Volt's vehicles range from the realistic to the fantastic. According to Nick Baynes, "It's an arcade-style racer with some of the best handling out there."



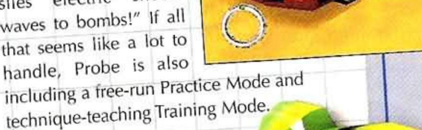
Make Miniature Tracks

Cars and play control are essentials of every racing game and so are tracks, but because of their scale, the tracks in Re-Volt aren't like the tracks in any other game. Imagine being shrunk down to a size that would let you fit into an R/C model. The world that you would experience would seem huge. Re-Volt tracks include familiar territory, such as the Neighborhood, Museum, Toy Store, Supermarket, Cruise Ship and Garden, but at the scale of the game, these familiar worlds loom enormous. The Wild West Ghost Town environment is more of a fantasy setting. Each setting has two tracks, and as players move beyond the initial four open tracks, they'll find variations such as reverse and mirrored tracks.



As for the challenges that drivers will find in the giant worlds, Nick says, "There are jumps galore in Re-Volt, and every little ramp has the potential to create amazing stunts. Objects such as basketballs, milk cartons and planks of wood are found around the tracks, and to make life interesting there are also collectible pick-ups. These range from oil slicks, firework missiles electric shock-waves to bombs!" If all that seems like a lot to handle, Probe is also including a free-run Practice Mode and technique-teaching Training Mode.



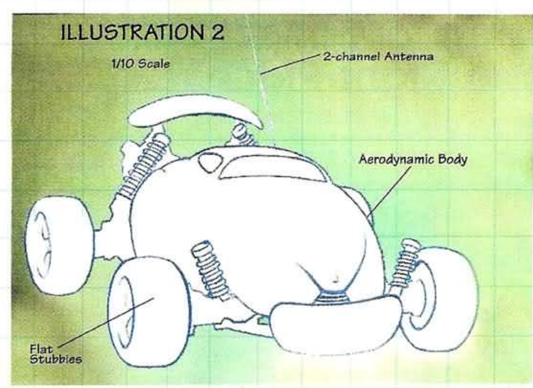


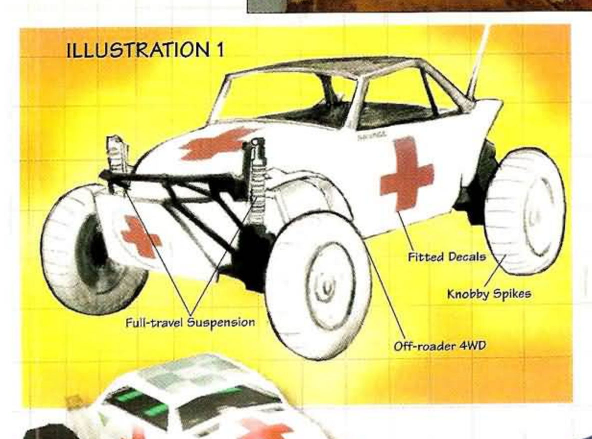


Step 3. Mix in Some Challenge

Re-Volt will charge up the level of competition in both single-player and multiplayer modes. In the Championship Mode, drivers will face vehicles that exhibit distinct personalities. "There are many different parameters that affect the way the cars behave," Nick explained. "These are things like: 'desire to ram,' 'desire to disrupt race,' 'desire to overtake,' etc. Using different combinations of values for these, we can create 28 different personalities for the cars. For example, the Phat Slug car is a mighty beast that will use its weight to try to knock you off course. The nippy Dust Mite car, however, is not afraid to take risks, and it will squeeze through the tightest gaps at the highest speeds in a bid to finish first." The result will be cars that think about their behavior, and that may take almost "human" risks. The inclusion of car personalities also adds an extra strategic element to the game since players with knowledge of how different cars may behave will have an advantage over those cars. In addition to that, players will be able to use an assortment of pick-up items found on the track to slow or remove competitors, and hidden stars will earn them other bonuses like new cars. Another challenge will be the Time Trial Mode in which players go for the record on the 14 courses.







Real Intelligence

If artificial intelligence isn't enough to keep you interested, Re-Volt will have alternative challenges including multiplayer racing and multiplayer battles. Nick told us how the Battle Mode works. "In Battle Mode, each competitor is given a clock with two minutes displayed on it. At the start of the battle, each competitor must drive around the arena looking for the hidden star pickup. Whoever collects it becomes 'it,' and that person's clock starts counting down. Now every other competitor must try to tag the 'it' car. On contact with another car, the 'it' car's clock stops ticking down and the clock of the car that has become 'it' begins to count down. The winner is whoever gets his clock to count down to zero first, however the match continues until there is just one car left—the undisputed loser." Multiplayer races (not battles) will take place on Re-Volt's regular courses. Up to four players will be able to join in with the action taking place on split screen windows.





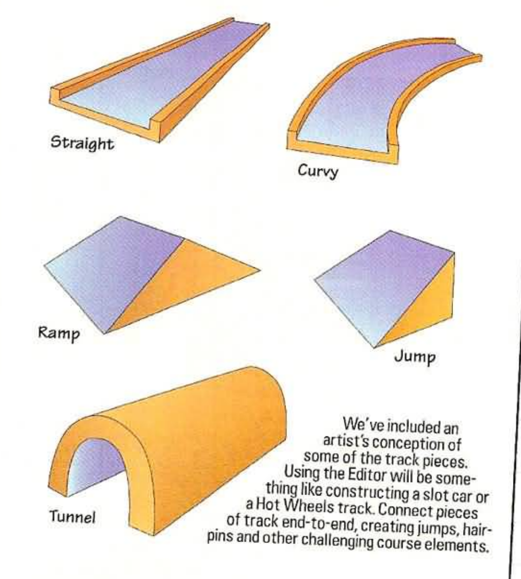


Step 4. Make It Flexible

Perhaps the coolest option in Re-Volt is the Do-It-Yourself Custom Track Editor that Probe is working on as you read this article. In this creative mode, players will select different pieces of track using a menu and cursor system. Home designers will lay the track sections on a grid to create their own original track designs. Pieces will include straight sections of track, curves, inclines, jumps, tunnels and other specialty pieces that can be placed in any order. After laying down the track, you can place pickup items along the course in strategic locations. (This is exactly what game designers do when creating video games.) Once you've designed and built your masterpiece, of course, you'll want to save it. No problem. The entire racetrack will fit onto a Controller Pak, allowing players to design courses that they can take with them to be played on another person's game and with the cars from the game. Penny Racers is the only other game currently that allows this type of design on the N64, but the future will belong to games with great options such as the track editor.



The second step in creating your own Re-Volt course is placing of pick-up items such as missiles or mines. Locating items in strategic places is the key to great course design.



We've included an artist's conception of some of the track pieces. Using the Editor will be something like constructing a slot car or a Hot Wheels track. Connect pieces of track end-to-end, creating jumps, hairpins and other challenging course elements.

Step 5. Add the Final Touch

It seems that most games these days include a high-res mode, but the team at Probe was creating exceptional graphics in games such as Forsaken and Extreme-G 2 long before the Expansion Pak arrived. In Re-Volt, they up the ante with an Expansion-Pak-supported high-res mode with 512 x 240 pixel resolution. "With four cars racing, you'll see a steady frame rate of 20 to 25 frames per second," Nick revealed. The regular resolution of 320 x 240 pixels will run at an even faster frame rate. As the screen shots in this preview clearly illustrate, the results are beautiful. The finished game play will feel and sound realistic, too, because Re-Volt supports the Rumble Pak, and Probe's soundtracks have always been among the very best. All the design and creation effort should be wrapped up by midsummer, and by August Acclaim should have the game heading to the stores where Re-Volt may just drive right off the shelves—you'd better be fast.





So you don't believe computers will crash when the year 2000, or Y2K, arrives? This April, fools will find out the truth behind the Y2K bug.

Y2K VS. THE N64

Many readers fear the Y2K bug will render the N64 useless, so we ran an experiment to see if the console was Y2K compliant. What began innocently enough, soon turned ugly when we tested to see if the Y2K bug would cause our N64 to crash. And crash it did—right on our couch, where it promised it would stay for only a few days just until it could "find a job." Our N64 then promptly ate all the food in our refrigerator, ran up our long-distance phone bill and ordered way too many pay-per-view cable movies.

Y2K ANTS IN THE PANTS

The Y2K Bug reared its head during Nintendo's attempt to further involve players into the gaming experience with an innovation in the Rumble Pak concept. Once slated for a year 2000 release, the Rumble Pants, a pair of force-feedback slacks that would allow gamers to "take it in the pants" when they crashed or got shot in a game, ended development when Y2K testing of the tremor trousers led to the untimely demise of the crash-test dummy of dangerous dungarees, Buddy Lee, man of action. On a happier note, the Rumble Pants, which have since been disarmed so wearers would no longer feel the effects of donning a virtual "kick me" sign, turned out to be the perfect khakis for swing dancing. Gap-tastic!

["Y2K" stands for "Year 2000." Coincidentally, "Y2K" is also the name of new age superstar Yanni's new album due out next year. Both will send us back to the dark ages.]

WHAT IS Y2K, OR WHY IS WHAT2K?

The Y2K bug is a glitch that in theory will cause computers to crash once 1999 ends and 2000 begins. The bug will take its toll on computers that have built-in calendars not programmed with dates beyond December 31, 1999. Once Jan 1, 2000 rolls around, unprepared computers will assume the year is 00, and, accordingly, they'll begin traveling back in time, erasing programs and de-evolving until the point-and-click function is ultimately replaced by hunt-and-gather.



Y2K isn't just a mere bug. We're an insectoid threat to all that is right in this world. If you're smart, you'll spend New Year's Day 2000 rolled up into a ball in the corner of your room while you let us do our dirty work.



After receiving thousands of letters regarding whether or not the Y2K bug will affect the N64, we decided to seek the advice of the lovable Pikachu. The Pokémon became an expert on the bug when its owner Ash, began testing his software for the bug. As usual, Ash's computer became infected with the Y2K virus (it's gotta catch 'em all, after all), so Pikachu began taking copious notes to become the foremost authority on the bug.

Nests of over 100,000 insects live in your computer, where we're busily tinkering with its circuitry. By the year 2000, we plan on crashing your system. That is, unless you keep us fed by sliding cold cuts into your CD-ROM drive.

DEAR PIKACHU,

For the past year I have been preparing for the Y2K bug by stockpiling bottled water and canned goods in the subterranean shelter that I have tunneled far below my house. I've heard that when Y2K strikes, the world's power will go on the fritz and robots will take over the world. Since I fear robots, I have gone into hiding and have resorted to using solar energy. The funny thing is, I don't get much sun down here, considering I live in a subterranean shelter that I have tunneled far below my house. Is there anything I can do, or should you just call me an idiot?

—Below Ground and Over My Head

DEAR BG&OMH,

Pika-pika-pika. Pika-pika-pika. Pika-pika-pika. Pika. Pika. Pika-pika-Idiot.

DEAR PIKACHU,

When Y2K hits, the electric companies' computers will shut down, causing massive power outages worldwide. Hospitals won't be able to help people. Traffic lights won't be able to direct traffic. Grocery stores won't be able to keep their food fresh. Clocks will stop. Cats will eat dogs. I won't believe it's not butter. What should we do to prepare?

—Your Magazine Rocks

DEAR YMR,

Pika-pika-pika-pika-pika-pika. Pika-pika. Pika-pika-pika. Pika-pika (Pika-piiiiika!). Pika-pika-pika. Chu. Pika-pika. Pika-pika (Pika-piiiiika!). Pika-pika-pika. Chu. Pika-pika. Pika-pika-pika-pika-pika-pika.

EDITOR'S NOTE: In retrospect, we're thinking Pikachu wasn't the best expert to consult on Y2K, considering Pikachu is neither the most understandable nor the most articulate speaker. To clear up the confusion, we asked another expert on computers, Übergeek Bill Gates. In addition to Bill's being a Y2K expert, he has money shooting out his ears and just so happens to be proficient in the Pikachulupean dialect. We asked him to convert Pikachu's cryptic replies into his own terms, and here's what Bill came up with as a translation: "Bill-Bill-Billy-Bill-Bill-Billy. Billy-Bill. Bill-Bill-Billy-Bill. Bill-Billy (Billy-Wiiiiiilliam!). Billy-Bill-Billy. Gates."

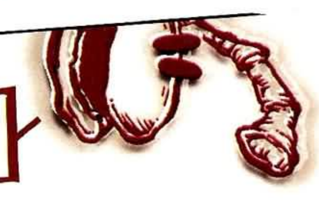
DEAR PIKACHU,

What makes you think you're an expert on Y2K? It's all just a bunch of Pokémanure!!! You live inside a stinkin' ball, for crying out loud! So who died and made you Y2K king? And don't say it was the previous Y2K king, or I'll be really mad!

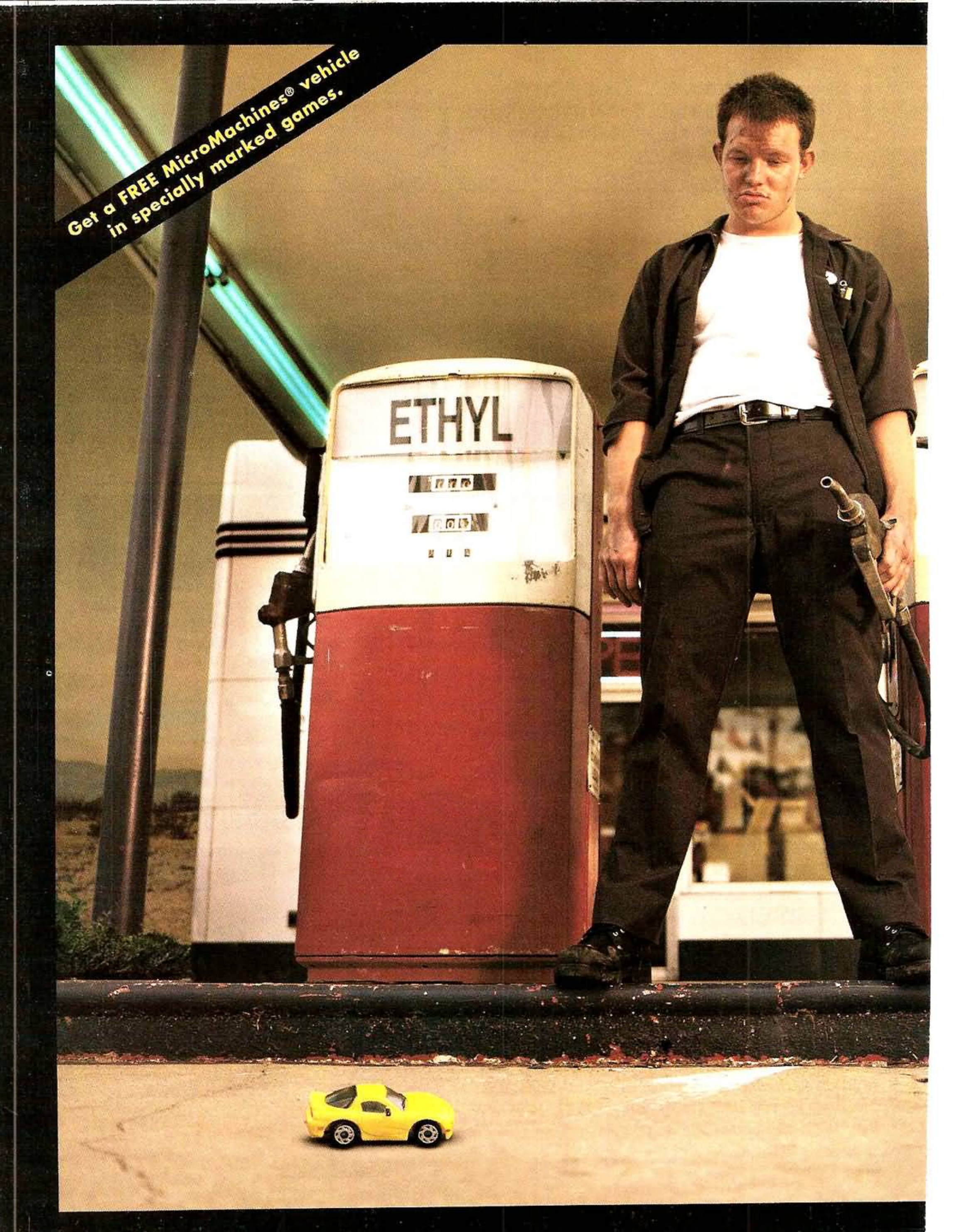
—Really Mad!

DEAR REALLY MAD,

PIKA! PIKA-PIKA!!! PIKA-PIKA-CHU! PIKA! PIKA! PIKA-PIKA!!!



In the scientific community, the inability to make a successful transition from the '90s to the year 2000 is known as the "Y2K Bug." In the acting community, it's referred to as "Jenny McCarthy."


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ETHYL

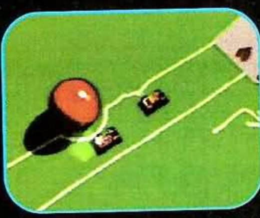
IT'S NOT EASY BEING SMALL.







Get your elbows off the table, pal. And put your wheels on. Welcome to the first of eight gigantic worlds.



Pick one of 32 vehicles and put it in gear. Who knows? You might catch a whole inch of air!



Kick up some sand as you race against up to eight players and over a bikini or two.

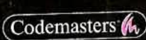


NOW ON













Just like laughter is a universal language, joy of gaming is hardly constricted by national boundaries. And that's what Nintendo Power wants to show you in this look at gaming across the globe, turning an eye to what's being developed where and how different countries celebrate their love of gaming. Because, while certain games seem to appeal to players in certian countries (Mah-Jongg anyone?), a great game will transcend borders. For example, Banjo-Kazooie, developed in England by Rare, was a hit in America and ended up having its characters pasted all over trains in Japan. The fact that characters such as Mario and Link have been embraced by gamers in every corner of this big, blue marble proves that maybe Walt was right when he said something about it being a small world after all.

SITE SEEING

When the Internet first exploded into the mainstream, it was given names like "information super-highway" or "infobahn" that never really panned out, but it delivered on the promise of furthering the concept of a global community, where a simple click of the mouse could take you from Chile to Egypt. Across the globe, Nintendo's official, localized webpages offer a peek into what gamers only an ocean away are up to.



When you first log on to Nintendo's web site, you'll spot the international link (Nintendo Worldwide) in the lower-right corner.



Click on the link to bring up the jump screen where you can access web pages from Australia, Brazil, Sweden and more.

WWW.NINTENDO.CO.JP



Welcome to Japan, home of Nintendo and birthplace of Mario and his famous friends. Links on this page will lead you to games not yet released in America, such as Pikachu Genki Dechu (roughly translated: Pikachu Feels Fine) and N.O.M. (Nintendo Online Magazine), the official Japanese Nintendo online publication.



WWW.NINTENDO-SE.COM

The Swedish site highlights *Star Wars: Rogue Squadron* and Mario Party, includes an extensive 1080° Snowboarding section, and features celebrity interviews with an all-girl group that appears to be an Alpine take on the Spice Girls.



WWW.NINTENDO.DE

The German edition greets you with an animated splash screen for *Star Wars: Rogue Squadron*, the Spiel des Monats (Game of the Month). Deutschland's page is text-heavy, so unless you know German or like frustration, stick with the North American site—it contains similar information.



WWW.NINTENDO.COM.MX

When you log on to Mexico's Nintendo site, get ready to be taken aback by the incredible amount of information. The colorful page offers tips and tricks in addition to other downloadable goodies like wallpaper and cursors. The link to Nintendo Mania will lead you to the official site for the Mexican television show of the same name, featured later in this article.



MEXICO

Our southern neighbor is quite a hot spot for Nintendo activity. Most games migrate down to Mexico where they are just as successful as they are up north. The Legend of Zelda: Ocarina of Time was the best-selling game last holiday season in Mexico, and other titles like Turok 2 and *Star Wars:* Rogue Squadron were extremely popular.





NINTENDO MANIA

Imagine a show dedicated to nothing but hot, new Nintendo product announcements and the latest hints and codes for titles you might already have in your collection. You'd have Nintendo Mania, a weekly program that has been airing on Mexican television for four years. Mania's hosts, Gus Rodriguez and Maggie Hegyi, are a lively pair that have both extensive knowledge of games and excellent on-screen chemistry. Each segment gives viewers a healthy dose of game clips showing upcoming titles and the same kind of exclusive insider info you find in Nintendo Power.



Gus and Maggie may have entertaining banter, but they'd rather spend their time dispensing tips to excited viewers.



Every segment signs off with a couple seconds of mondo in-line skating and a mouthful of Pringles.

MI REVISTA ES SU REVISTA

Club Nintendo is the Latin American sibling to Nintendo Power, the one-stop library for all the gaming news and tips you need. An excellent counterpart to Nintendo Mania, Club Nintendo is full of colorful spreads featuring previews of upcoming titles and detailed strategies for your current games. Club Nintendo also serves up hints for finishing older Super NES games too.

Club Nintendo has been gracing newsstands and mailboxes for over eight years, and it reigns as one of the most popular video gaming publications in Mexico. The magazine's editors, José Sierra and Gus Rodriguez (the same Gus that hosts Nintendo Mania), often visit Nintendo of America headquarters to pick up new games and get the latest scoop on Nintendo 64 and Game Boy news for readers back in Mexico.



Nintendo World is published even farther south—in Brazil. The Brazilian magazine features the same type of great information you have come to expect from Nintendo Power!

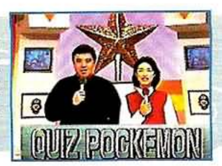




For more than eight years, Club Nintendo has provided its Mexican readership with the latest news and game play hints for their Nintendo games.

JAPAN

It's the birthplace of Nintendo and hub of the video game industry—an exciting place for anybody interested in games. Newsstands overflow with video game magazines, television commercials feature lots of video game spots, and the entire Akihabara district of Tokyo is dedicated to electronics, including video games. In Japan, video games are sold even in convenience stores! Here's a sampling of the Japanese game life—including descriptions of a couple of games that haven't made it to our shores.



64 MARIO STADIUM

While Nintendo Mania may dispense helpful information, 64 Mario Stadium is pure entertainment. The Japanese program is a quiz show that has four teams of two contestants answering questions or playing minigames to earn points. The show does give tips and preview upcoming games, but they are introduced in the beginning of each round of challenges. Each half-hour show concludes with a Pokémon tournament in which two gamers bring their played-up cartridges to the studio and have a showdown before a live audience.



Contestants must engage each other in four-player competitions, such as this Tamagotchi minigame.



The Pokémon tournament is played on giant Game Boy podiums. Check out the size of that Game Link Cable.



Each team is "helped" by a celebrity guest, such as an actor or singer, with questionable gaming skills.

HARVEST MOON

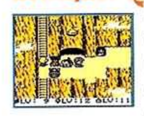
A farming simulation? While picking up a polygonal hoe and tilling a field to grow digital carrots doesn't sound that gripping, consider that the original Harvest Moon for the Super NES was very popular and ended up being a big seller. To prevent Harvest Moon from becoming a simple meat and potatoes simulation, Natsume has included a whopping 400 subplots and 50 characters to interact with. The choices you make in the game affect the game's outcome, including which tools you use on your farm, whom you befriend and eventually whom you marry. Future farmers, watch your local stores—Harvest Moon 64 could be coming your way.

Life on this farm is definitely not laid back. You can't just plant your seeds and rest on your laurels. You must work the fields daily.

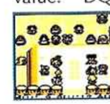


Got milk? In Harvest Moon, you must also keep tabs on your livestock, including these happy Holsteins.

DRAGON QUEST MONSTERS



Enix's Dragon Quest Monsters: Terry's Wonderland, the latest incarnation of the popular Dragon Quest series (known as Dragon Warrior in America), is a Pokémon-style RPG. Your goal is to collect monsters by winning tournaments. Unlike Pokémon, DQM lets you reproduce new monsters once you have collected beasties of different genders. There are 215 monsters in all to collect and reproduce, which means almost unprecedented replay value. DQM was released last September in Japan and has since sold over two million units.





The story takes place in a tree with several levels of branches. You ascend the tree as your party of monsters grows more powerful.

THE 64 DREAM

The 64 Dream is a popular Nintendo gaming magazine in Japan. The full-color spreads feature gorgeous art from and screenshots of upcoming and recently released titles in Japan, including a few games that haven't made it across the Pacific, like Sumo Wrestling and The Game of Life.



The cover of a recent 64 Dream offers Japanese gamers a glimpse at the soon-to-be-released photo safari, Pokémon Snap, which will show up on these shores this summer!



EUROPE

With a population larger than North America's, Europe has become one of the big three video game markets in the world. Gaming magazines in Great Britain like the Nintendo Magazine System cover all the latest releases while animated cartoons starring a computer-generated Donkey Kong fill the airwaves in France. Across the Continent, developers and publishers, such as Rare and Infogrames, are on the cutting edge of gaming technology. More and more, we're seeing European games like Astérix the Gaul, Tin Tin or European-specific soccer games that are made for sale only in Europe.

EUROPEAN MAGAZINES

Nintendo is just as popular in the rest of Europe, as seen by the popularity of Nintendo of Europe's fully-sanctioned Club Nintendo magazines. The German edition we scanned was brimming with strategies for 1080° Snowboarding, F-Zero X and, of course, The Legend of Zelda: Ocarina of Time.

It's fun to flip through the pages of European Club Nintendo to see what favorite games are called in other countries. The RPG Quest 64 is known as Holy Magic Century, and StarFox 64 was retitled Lylat Wars for its European debut.



As a special holiday bonus, European Club Nintendo magazine included a well-drawn Zelda comic for its readers.



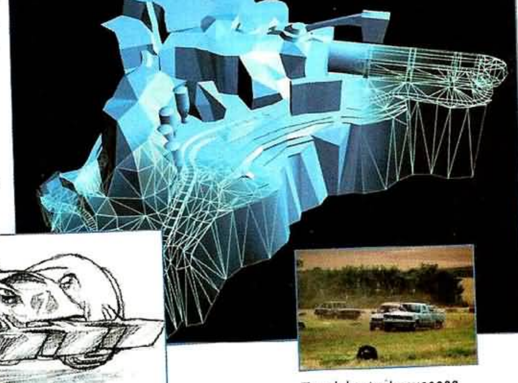
Just like Nintendo Power, European Club Nintendo magazine offers strategies on how to beat games like Quest 64 or Holy Magic Century as it's known in Europe.

CARMAGEDDON

Even though it was developed in London, this isn't the kind of game you'd enjoy with tea and biscuits. This is Software Creations' Carmageddon, a raving-mad racer in which you white-knuckle the wheel and face-off against a brash army of unhinged drivers and a horde of mindless zombies. While you crash 'n' bash with the other vehicles, you rack up points by turning the undead pedestrians into hood ornaments. According to producer Ben Gunstone, Carmageddon is different from other N64 racers not only because of its dramatic crashes, but because the "free-form, drive-anywhere-you-like levels are unlike any driving game to date."



With the extra boost of the Expansion Pak, Carmageddon is able to squeeze tons of cars and zombies on the screen without a drop in frame rate.



This wire-frame model shows an example of the detailed level design Software Creations is conjuring up for their racer.



By Jove, Carmageddon has a multiplayer option! Have a jolly good time smashing up your friends in a split-screen versus mode.

Carmageddon features 23 cars, including this souped-up buggy. With help from the real-time physics model, these wheels get crunched up appropriately.

To celebrate its success with the Carmageddon line of games, SC held a demented demolition derby



BOTTOM OF THE 9TH™

This spring, Konami steps up to the plate with a hard-hitting baseball game for the N64. With real players and fast-paced, realistic action, Bottom of the 9th goes the distance, but is it your field of dreams?





Konami has a great tradition of releasing fun baseball games in Japan, but until Bottom of the 9th appeared, North American N64 players had to sit in the dugout, waiting for a chance to play. Now, at last, it's time to take the field. Bottom of the 9th features fast play and intuitive control on offense and defense. You'll also find a wealth of modes, stats and options to keep the game exciting.

The Training and Scenario Modes are great innovations that you won't find in competing games. Since Bottom of the 9th doesn't have the Major League license, you won't find actual team logos or stadiums. Even so, the games move quickly with more of an arcade feel than the more sim-oriented competition offers. With that said it's time to go to the ballpark and play ball!

MAJOR LEAGUE MODES

Abner Doubleday, the inventor of baseball, may have argued that there's just one way to play the game, but Konami sees it differently and gives you a lineup of great choices. Check out this batting order.

Training

Pro baseball players would no more skip spring training than play ball wearing ballet shoes. In Konami's Training Mode, players get the chance to practice batting, pitching and fielding before the season opener. The fielding practice is particularly useful since defense is the most difficult part of most video baseball games.



Set the lineup then take to the grass for fielding practice. It's important to get a feel for the speed of your infielders and outfielders. It's also a great way to learn how to dive for balls.



Take as many pitches as you like, and get comfortable with your order. Learn the difference between Power and Regular swings and the varied sizes of hit zones for the players.





Exhibition

Play a single exhibition game against the computer, against another player, or let the N64 manage both teams. Before the game, select from a list of seven manual or automatic options including Cursor, Batting, Running, Pitching, Fielding and Manager. After that, choose your team and stadium, set the roster, and head to the ballpark.



The Automatic and Manual settings allow players to concentrate on one element of the game, such as batting, or to play every position. The fielding option also includes a semi-auto setting.



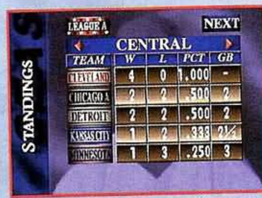
Schedule a fantasy game in the Exhibition Mode. Players can choose the same team or teams from different leagues that would not meet in the regular season.

Season

If you want a summer-long dose of reality, nothing delivers like playing your own baseball season. Choose a team and play 15, 30, 69, 112 or all 162 games or skip the regular season and head straight to the playoffs or World Championship. Seasons save to a Controller Pak so you can take it with you.

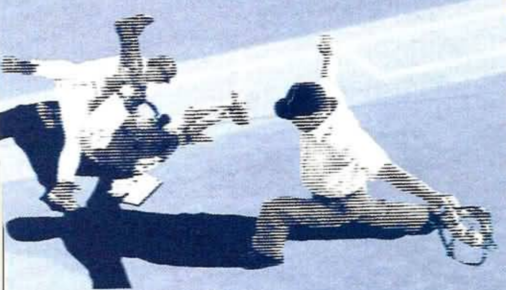


Season options include four difficulty settings: Minor, Rookie, Veteran and All-Star. If you like, turn off the Error option for a Golden Glove performance and turn off the wind in outdoor stadiums.



Bottom of the 9th tracks all the stats and standings during the season for both players and teams. It's all saved onto one Controller Pak.





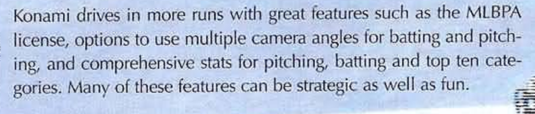
Scenario

What would you do as Arizona if the score were 2-2 in the bottom of the ninth and you had no outs, an 0-2 count, no one on base and your Ace, Randy Johnson, were fading fast? In the Scenario Mode, Konami presents 20 opportunities to face the music and prove to the world that you've got the right stuff for the big leagues.



Once you clear a scenario, you'll face a tougher test down the road. A difficulty of four is as tough as it gets. Luckily, you'll have the best players in the game, such as Ken Griffey Jr., to help you out.

A GRAND SLAM



Konami drives in more runs with great features such as the MLBPA license, options to use multiple camera angles for batting and pitching, and comprehensive stats for pitching, batting and top ten categories. Many of these features can be strategic as well as fun.

The Players

The Major League Baseball Players Association is the organization to which all players belong. That means that Bottom of the 9th has everyone from the all-stars to the utility players and rookies. Although some trades for the '99 season were made after the game was finished, most players are on the correct teams.



Real images of your favorite players appear throughout the game. When a batter steps up to the plate, photos of the pitcher and batter appear as you might see in a TV broadcast.



What Was He Thinking?

Bottom of the 9th excels at providing bonehead plays, and we mean this in a good way. With the Error option switched on, players may make costly gaffs. The exclamation point that appears signals that an error was made, and the announcer often makes a wry comment.



In Bottom of the 9th, there's no way to hide from the critics and boo birds. The exclamation point appears near the player who made the error, letting everyone know who was guilty of the mistake.



Errors can occur in the field or on the pitcher's mound. No one is safe, but you can turn off the option. If you do turn it off, don't expect to get any free bases on wild pitches or bad throws.

The Lowdown on Cameras

Bottom of the 9th packs a wealth of perspectives for every player. Camera A is right behind Home Plate. In the behind-the-pitcher perspective of Camera B, all the base positions are reversed on the Controller. Camera C is an angled view to the right of Home Plate.



Camera A



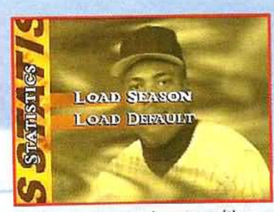
Camera B



Camera C

Stats & Trades

Make trades from your saved team rosters or from the default rosters. There are no restrictions, making it possible to create a fantasy team with the most incredible hitters and pitching staff imaginable. Stats include last year's numbers in 16 hitting and 13 pitching categories.



Saving season stats is a snap with a Controller Pak, and the default stats are always available. Comparing stats for the top ten hitters and pitchers makes it easy to pack your clubhouse with all-stars.



Under the Team Stats category you'll find all the players and their stats. As you play and save a new season, player stats will be updated and stored on the Controller Pak.

TAKING THE FIELD

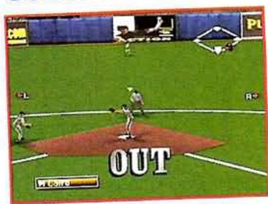
Most basic defensive strategies apply when playing Bottom of the 9th, but there are a few quirks and control options to keep in mind. If you don't want to deal with them, you can use the Auto Fielding option.

Stop the Ball



Stop the ball before it rolls behind your player! In Bottom of the 9th, the ball that gets past you will roll to the wall, and the runners will get extra bases. It's better to wait for the ball than to charge it and miss.

Radar Glove



Before every pitch, check the base radar in the upper-right corner to see where the base runners are located. This should help you throw out the lead runner or determine if you can make a double play.

Infield Slowpokes



Infield players take a second or two to get into position. To make a successful infield play, pause for a moment after fielding the ball. Only after pausing should you throw to the appropriate base to make the out.

Make a Long Throw Short



Use the cutoff throw option (either Right, Left or the Z Button) when throwing from deep in the outfield. There's less chance that the throw will be missed, so you should hold the runner to one base.

BATTER UP!

Although there are plenty of visual clues for batters in Bottom of the 9th, much of your success will depend on how comfortable you are with the camera angle and how much you've practiced.

Hey, Batter, Batter...

Ball's Destination

Strike Zone

Hit Zone

Look at the catcher's mitt to see where the pitch will go. The pitcher may continue moving the target before actually releasing the ball. Even then, the ball may move in the air depending on the type of pitch that's thrown.

Swing, Batter...



The batter's hit zone (the red box) varies for every player. Great hitters have larger hit zones. The idea is to line up the X in the hit zone with the ball as it crosses the plate. Timing the swing is the final step.

In the Dirt



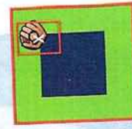
If the X of the hit zone is placed on the top side of the ball, you'll hit a grounder or a line drive depending on the angle. Hitting late or early can affect whether the ball is hit to left, to right or up the middle.

Pop Up



If the X in the hit zone connects with the bottom half of the ball, expect a pop fly and an easy out. If the X cursor is just slightly below the center of the ball, you could get a base hit or a home run.

Go for a Walk



With practice you should begin to anticipate which pitches will be called strikes and which will be balls. Be patient. Look for a pitch that's in the strike zone and doesn't move around during the delivery.

Power Hitting

Bottom of the 9th gives you the option to use one of two swings—a Regular swing and a Power swing. Push the Z Button to activate the Power swing. The hit zone will shrink, but if you connect, the ball can leave the yard.



HINTS FOR HURLERS

Bottom of the 9th sports some of the best control options in video game baseball, and there's plenty of freedom for precision aiming on every pitch. Below are several strategies for rookies on the mound.





The Pitch

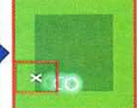
Six pitches may be available, but not every pitcher has the skill to throw every pitch. The controller diagram shows the selections for right-handed pitchers. Watch the pitcher to see if he shakes off pitches that aren't in his arsenal.



The breadth of the batter's hit zone affects your choice of pitch and how likely it is you'll get a strike. The best hitters will have larger hit zones and are less likely to whiff. Low and inside pitches tend to be the hardest to hit for most batters.

Sliders, Sinkers and Curves





The diagram illustrates how a slider thrown by a right-handed pitcher will break back across the plate. What starts out looking like a ball becomes a strike. If you know the direction of the break, you can fake out batters. Curves and sinkers work the same way but break downward.

Hitting the Corners



Hitting the corners of the strike zone is another way to fool a batter. A batter may lay off a pitch that looks like it will pass just beyond the strike zone. It may take some practice in order to hit the edges of the zone.

Keep It Moving



During the pitcher's windup, you can continue moving the pitch cursor right up to the point that the pitcher releases the ball. If you use this technique, remember the final position that you want to hit.

Adjust the Defense

Depending on the score, the inning and which batter is at the plate, you may want to adjust the position of your defensive players. While the pitcher is on the mound, bring the corners in or move the outfielders closer in or farther out.



DO-IT-YOURSELF... OR NOT

Sometimes you want to be in on every play, but sometimes you want to kick back. Selecting auto and manual settings lets you make the call. You can also choose a Controller configuration from four presets.



The seven automatic or manual options give you the opportunity to play every position or just the ones you want to play. Before the game begins, choose a combination of options.



On Semi-automatic Fielding, all you really have to do is throw the ball after the CPU snags it. On Manual, you'll have to catch the ball, then throw it. On Auto, you break open the peanuts and watch the game.



Why use the Auto Batting and Pitching options? You might want to simulate an AL pitcher and leave the hitting to a DH. On the other hand, players afraid of heights may want to stay off the mound.





CALLING THE GAME



Bottom of the 9th has definite strengths including fast game times, excellent control and great options. The MLBPA license is a plus, but some gamers will miss the Major League license. Konami's game also lacks the high-res look of the other N64 hardball titles for '99 such as Triple Play 2000, All-Star Baseball 2000 and Ken Griffey Jr.'s Slugfest. Even with these strikes against it, Bottom of the 9th is strong enough to make a run at the pennant.





Play by play called by the voice of the San Jose Sharks' Randy Hahn.



The newest superstar in the Konami line-up. With NHL players, stats and action.



Choose your strategies. Motion-capture graphics. So real you can feel the ice.









GAME BOY COLOR

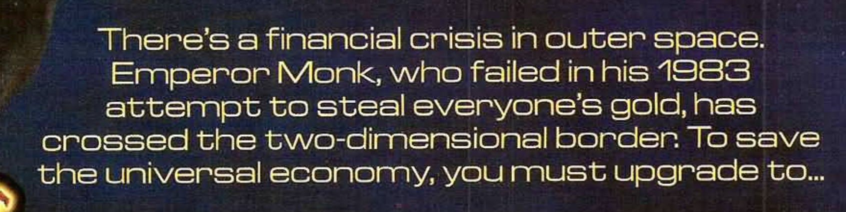










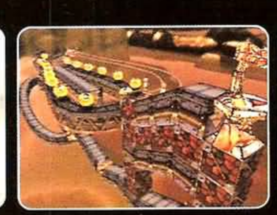


There's a financial crisis in outer space. Emperor Monk, who failed in his 1983 attempt to steal everyone's gold, has crossed the two-dimensional border. To save the universal economy, you must upgrade to...

LODE RUNNER 3-D™



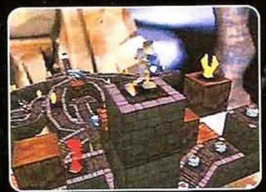






It was all so simple back in the '80s: Blocky graphics, basic rules and complex puzzles made Lode Runner into a challenging but accessible game for all ages, a mind bender that combined hand-eye coordination with problem-solving skills. Infogrames' new version of Douglas E. Smith's brainchild is exponentially better across the board, from the graphics to the labyrinth of puzzles waiting to stump the savviest gamer. You are still a Lode Runner, armed with your trusty laser pistol and bent on infiltrating Emperor Monk's vast gold-stealing operation. The universe has expanded, however, and you'll have to make use of an array of tools in five different worlds on your mission to penetrate the Emperor's defenses. If you have the brain power, you'll be golden.





GAME PLAY ELEMENTS

The Lode Runner universe is not so simple anymore—you can't get by just knowing how to shoot the occasional block. Each world has its unique pitfalls, so prepare for anything.

GOLD

They've got it, you want it. The Outer Colonies are hurting for cash, because the Emperor is in the process of hoarding it all. Your main goal is simple: Find all the gold on each level to gain access to the next one.

GOLD



Large, rotating gold pieces are the most common type on the five planets. They will continue to hover in the air even if you destroy the block beneath them, and only Monks can moves them from their original position.

FALLING GOLD



Unlike regular gold, these pieces feel the gravitational pull. Reminiscent of spinning gold trophies, falling gold will keep plummeting until it lands on stable ground. Monks can also transport this currency one piece at a time.

BLOCKS

WORLD 1 | WORLD 2 | WORLD 3 | WORLD 4 | WORLD 5 | GOING DOWN











DESTRUCTIBLE

You should be able to spot destructible blocks, because they stand out from the rest of the environment. These blocks regenerate, so don't get stuck.

INDESTRUCTIBLE

Chances are, if it's stone, metal, or some other futuristic piece of building material, it probably won't break. If it doesn't blow up after two shots, forget it.

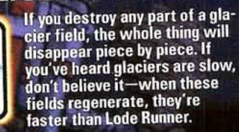
GOING DOWN

An arrow on the side of any block indicates that you can drop off the side to the level below. If you're not prepared to descend, be careful walking the edge.

WORLD 2: CATWALKS

Wrought iron catwalks make up much of the territory of World 2, which wouldn't be a problem if it weren't for the flame jets. When these walkways get red-hot, you'd be well advised to find another route.

WORLD 3: GLACIER FIELDS



If you destroy any part of a glacier field, the whole thing will disappear piece by piece. If you've heard glaciers are slow, don't believe it—when these fields regenerate, they're faster than Lode Runner.

WORLD 4: DOUBLE-BLASTS



On the fourth planet, there are some organic blocks that simply change colors after a blast from your gun. Give 'em another shot and they'll disappear, but when they grow back they'll be at double strength again.

EXTRA LIVES



You'll need as many lives as you can get to finish the game, so whenever you see one of the blue orbs, try to grab it. The level display in the hub will let you know if you missed any.

BOMBS

Bombs will rapidly become as valuable as your laser pistol. There's always a limited number, so use them sparingly. Once they're set, you'll have about three seconds to clear the blast area.



The explosion will destroy everything within a one-block radius, so be sure to give it a wide berth. Once the yellow top starts spinning, get out of there!

GEMS

In many stages you'll see large diamonds—if you manage to collect one, it will open up a portal to a bonus level. Each gem world gives you a chance to earn extra lives, so find as many as you can.



After a Gem Portal appears somewhere in a level, it will remain there until you enter it. You won't lose lives in the bonus level, but you'll have only one chance to amass as many free lives as you can. You'll pick up where you left off in the previous level.

PORTALS

The circular spot on the board with a number above it is the exit, but you can activate it only when you have acquired enough gold. If you can match the magic number with valuable booty, the portal will open.



Nine more to go! When you hear the electric whirring of the portal coming to life, make tracks for the exit. Portals rise up into a humming chamber when they've been activated.



ENEMIES



Emperor Monk isn't forging his hostile takeover all by himself. Mindlessly obeying his commands is an endless supply of regenerating, brainwashed toadies, eager to drag interlopers off in chains.

MONKS



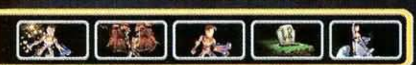
Don't let the name fool you—these Monks have not attained inner peace. Their red robes conceal brain-dead creatures bent on preserving the Emperor's monopoly, even at the cost of their own lives.

FLYING MONKS



The commandoes of the Emperor's army are the Flying Monks. These purple-clad nightmares are equipped with jet packs that enable them to fly over gaps in the ground, which makes them difficult to evade.

STRATEGIES



Simple common sense will not get you through this game—the puzzles become more and more elaborate, and sometimes a precise plan and perfect timing are your only chance. To improve your odds, here are some general tips.

EMPTY THEIR POCKETS

Monks can carry one piece of gold each, so if you're missing some, chances are one of them picked it up. Use a bomb to take them out or trap them in a block to recover the loot. Remember that you can walk over trapped Monks.

USE THE CAMERA



It's always a good idea to play with the camera before starting a stage, just to get the lay of the land. Using the Control Pad and the C Buttons, you can swivel in every direction on the vertical and horizontal axes, and you can also zoom in and out.

COUNTING BOMBS

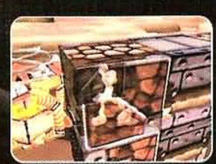
If a particular level has you stumped, take inventory of the bombs available in the immediate area. There are a few exceptions, but generally you'll need every one of them in order to track down all the goodies.

DIGGING DEEP



When you have to travel through multiple levels of blocks, it's important to clear a workspace. Since you can fire your pistol only down and to the side, never drop into a space without preparing to take the next shot.

START OVER



If you're trapped by some Monks, or if you're stuck in a corner, just pause the game and start the level over without losing a life. Remember, though, that this method won't work if you've fallen into a block and become stuck.

STOMP THE MONK



Sometimes you'll have to traverse an area where a Monk is trying to regenerate, but don't worry. A Monk can capture you only if he is fully out of the ground. As long as you remain in the spot where he wants to appear, he'll be trapped down below.

WORLD HUBS



Emperor Monk's operation spans five planets, each of which has a space station that allows access to five separate areas of the planet. Each of these areas, in turn, has four levels. There may even be some secret levels hidden somewhere...

WORLD SELECT

You can switch worlds from the console or the entry port, or even directly out of the pause menu. You can always go back to a previous world, but you'll need to collect five cards to advance to new ones.

CARDS





In your travels, you'll come upon objects that look like rotating orange yield signs. These are the cards. They're hidden in the stages of each planet, and you have to collect all five to move on.

CONSOLE



You can access the main console from the bottom level of any World Hub. Through the computer, you can find out details about your progress, from your current planetary status to the percentage of gold you've recovered.

LEVEL SELECT



When you enter the portal for any stage, a level display appears on the right with your level stats. If you missed something the first time, you can cycle through completed levels with top C and bottom C.

WORLD 1

The Mountains of Madness aren't so imposing to begin with, but they get tough in a hurry. Formed of futuristic metal and malleable purple ore, the terrain forces you to hone your skills quickly.

WORLD 1 ITEMS



HELIX-LIFT

When activated, this double helix of pink energy will elevate you to new heights. Be careful of Monks who follow you up whenever the lift is switched on.

SHUTTLE

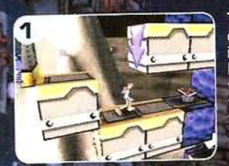


Another nice piece of pastel technology, the shuttle meanders and drops you off somewhere else in the level. They won't make round-trips, so don't get trapped.

STAGE 5-2





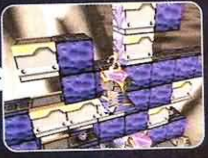


The higher stages of every planet can be incredibly confusing, but being methodical will normally show you the way. In this case, there's only one shuttle to take, so ride it up and grab a bomb.



Blow through the floor, and a replacement bomb will land in your lap. Use it right there to gain access to the second shuttle. From there, you can either go for the gem or continue to collect gold.





Once you ride the third shuttle onto the upper portion of the level, you'll have to blast away a block to place your bomb properly. After that, you're just a few shuttles from the exit—as long as you can avoid the Monk waiting near the portal.

WORLD 2

The Fire Planet offers no respite for a weary Runner. Rock conglomerates, traveling drills and blasts of flame are the norm on this superheated world. You'll be toast if you don't keep moving.

WORLD 2 ITEMS

BIT LAUNCHER

As long as you're standing directly on this device, you won't be hurt when it launches. The Bit will bore through any rock it meets, as well as any adventurers.

CABLE DISC

Similar to the Shuttle, the Cable Disc runs on lines to transport Lode Runner to various sections of a puzzle. This one will return you if you stay on it.

CAPPED WELL



Nasty flamethrowers will continue to heat the iron under your feet if you don't find a way to shut them off, and often they'll set off nearby bombs.

STEAM-LAUNCHER



The Fire Planet engineers have harnessed the power of steam to facilitate their mining operations. The steam won't injure you—use it to travel up and down.

STAGE 4-3





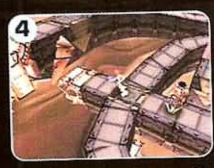
As the bit nears the the end of its circuit, use a bomb on the lower block. The bit will wreck the top one a moment later, giving you access to the card when the bottom block regenerates.



Once you've released the Bit to do your dirty work, follow it as it crashes through the rock blocks and snare some gold. Step nimbly—one foot on the superheated metal will put an end to your gold-scrounging days.



Sometimes you'll have to make your own way through obstacles. In this case, circumventing the drill Bit lets you destroy only the first block then walk safely over the second to grab some more nuggets.



All that's left now is a run for the exit, but you need to manage the Capped Wells to do it. Shut off the one blocking the exit to cool it down, then turn it back on. A quick dash will get you to safety.

WORLD 3



From one extreme to the other, Lode Runner's next stop is the Ice Planet. If you think the puzzles have been challenging up to this point, wait until you see what's waiting here. Prepare for an icy reception.



First things first: before tinkering with the Snow-Maker, hop down a level and grab the bomb and any gold lying around. That done, jump into the Tele-Freezer to transport back up to the top level.



Now it's time to take that Snow-Maker out for a test-drive. Wait until it points to the right, then set it free and watch as it makes a nice walkway for you. When it crashes, send another out the other way.



The Snow-Maker will cross the first gap, but you'll have to destroy its handiwork so it can proceed. Make your way back to the right and wait for the Snow Maker to complete its route.

WORLD 3 ITEMS

TELE-FREEZER



This remarkable device cryogenically freezes Lode Runner then thaws him out at a different freezer elsewhere in the level. It's amazing what technology can do!

SNOW-MAKER



Yes, it looks like some sort of robotic penguin that burps out snow, but trust us, it's much more complicated than that. It'll help you bridge impossible gaps.

SNOW-SLIDE

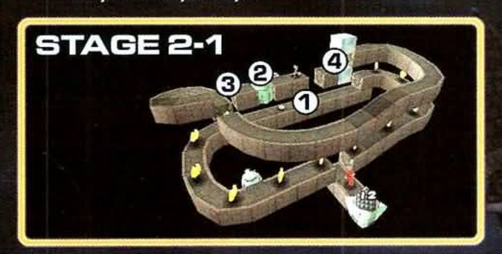


The Ice World's answer to the Shuttle, the Snow-Slide takes care of your horizontal travel needs. Just step on, press the A button, and you'll be on your way.

ICE-LIFT

The Monks never got their hands on any modern chairlift technology, so you'll have to make do with the ratcheting Ice-Lift if you want to reach higher ground.

STAGE 2-1





Time your bomb so it clears out the ice block just as the Snow Maker arrives. Once it drops down, shoot the last impediment, then follow the machine to the last of the gold.

WORLD 4






After winter comes spring, and after the Ice World come the lush landscapes of Bio Hazard. You'd better watch your step as you squish your way through the levels, because bizarre organisms await!



To begin with, you have to lure the Monk onto the main part of the level. Activate the Attack Bridge to let him cross, then use the elevator or the circular path to lose him. Once he's at a safe distance, cross the bridge.

STAGE 2-4

WORLD 4 ITEMS

GROW-RISER



It's not the most attractive device, but the Grow-Riser gets the job done. Be sure to wipe your feet thoroughly after you use this pink, fleshy elevator.

TELE-CLONER



A cousin of the Tele-Freezer, this snappy machine dismantles Lode Runner's body and builds an exact replica at another area. It's even relatively painless.

ATTACK BRIDGE



If you stand in the wrong place they'll be your mortal enemy, but the Attack Bridges are vital if used correctly. They're dangerous only when unattached.



Clear the Attack Bridge, retrieve the bomb, then blast the pink block to gain access to the Tele-Cloner. You can wait until the Monk is fairly close to you to do this—he'll be stumped once you disappear and will take a while to make it back to the bridge.



Step out of the Tele-Cloner and destroy the block in front of you to drop down. Ride the Grow-Riser up and retrieve the extra life, then ride it a second time and place your bomb as soon as you step off the elevator.



You'll need another bomb anyway, so repeat the first two steps at high speed and return through the Tele-Cloner. If you're fast enough you'll appear in time to step over the edge and grab the precious Card.



Walk around the path and activate the other Attack Bridge, then mosey out over the gold. Fire your pistol to make the bridge retract and dump you on the middle piece of gold, then scamper to the right.



You'll need another bomb for the last bit. Drop the bomb over the middle block, then retract the bridge so the bomb destroys all the blocks. Extend the bridge, then retract it once more to get the last piece.

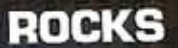
WORLD 5



If you've made it this far, you've proven your skills, but the Emperor's Realm will bend your brain and reflexes in unimaginable ways. You'll need your thinking cap for these levels.

WORLD 5 ITEMS

PLASMA



Any machine that looks like a flamethrower has a nasty surprise in store for you—a bolt of destructive Plasma that electrifies the floor and kills anything it touches.

ROCKS



Boulders will flatten you if you get in their way, but they'll also prove to be invaluable in clearing out enemies, boxes and sections of wooden floor.

RUBBLE-RISERS

The elevators in the Emperor's Realm are towers of fractured stone that grow out of the floors. In some cases, you can activate them remotely with a Switch.

SWITCHES



The Switches, which look like gray circular platforms, do one of three things: set a Rock rolling, activate a Rubble-Riser, or turn on a Plasma machine.



The Switch will simultaneously cue the Rock above you and set off two Plasma bursts from the gun below. Step on the Switch, then wait at the green arrow while the Plasma activates.



Step off the edge as the first Plasma fires, timing it so you evade the red current and land where it just passed. Step out of the way to let your trusty Rock by—it will clear out a wooden box that's blocking the path.



The Plasma gun will release its second charge, so time this jump as you did the first. Run until you cross a wooden block, then turn around and blast it so you'll be safe from any stray Plasma bursts as you grab the gold.



The box is back, so step on the Switch and the Rock will take care of it—but only after you've destroyed the wooden block in the floor. After the two Plasma bursts, head for the Portal.

STAGE 3-1



EMPEROR MONK

In the last stage of the Emperor's Realm, you have to contend with the man himself. Fast as lightning, able to carry infinite gold, and bearing a staff that can kill anything within ten blocks, Emperor Monk is a force to be reckoned with. You'll have to find a way to defeat him if you want to finish the game, but it won't be easy. If you can manage it, though, you may earn the right to try something really tough.







The Circus Comes to Town

Step right up for a circus of action and adventure. See for yourself the struggle between an underdog sideshow and an unscrupulous circus that plunders planets of their natural wonders to exploit beneath its big top. It's not the greatest show on earth, but the circus is worth a look when it comes to town.

Circuses are known for showcasing the bizarre, and Infogrames's Starshot: Space Circus Fever comes to town like a three-ring sideshow of action, adventure and discovery. Set in the future, Starshot tells of its heroic namesake who must descend upon unfriendly planets to recruit circus acts for his employer's struggling show. The game is awash in vibrant colors that complement its equally colorful array of eccentric characters and cast of robots reminiscent of *Mystery Science Theater 3000*. With such a look comes offbeat humor; for a taste of it, run away with the circus and sample the first two of the game's seven levels.

Circus of the Stars

Nearly put out of business by the unfair practices of the Virtua Circus, the Space Circus must travel the galaxy in search of new attractions to win back audiences and pull itself out of debt. To do the recruiting, ringmaster Starcash sends star-juggler Starshot and a pair of robots to explore the planets for potential performers.

STARSHOT



The game includes over 300 different characters, including its star, Starshot, a warrior who can telekinetically focus comets into a blast of energy from his hands.

WILLFALL



Wherever Starshot goes, his two robot friends follow. Willfall is the chatty one, and the robot will often use quick talking to bail the gang out of sticky situations.

WILLFLY



A tiny rocket that cruises above Starshot, Willfly will fly if fueled by Yellow Bonuses. Once gassed up, the spitfire can shuttle Starshot above and beyond danger.

Under the Big Top

During briefings or after you've pressed the R Button while standing in a checkpoint light well, you'll visit the circus control room.



STARCASH

The ringmaster of Space Circus, abrasive Starcash, calls the shots.



HEADS OR TAILS ROBOT

By consulting this robot advisor, you can randomly pick your destination.



WOLFGANG VON RAVEL

Appearing via Holocom, the master of Virtua Circus is your arch rival.



CAPTAIN NOBRAKES

The WWII vet has been thawed from preservation to pilot Space Circus.



MISSION REMINDER ROBOT

Select the Reminder Robot for a refresher course on your current mission.



PLANET DESCRIPTION ROBOT

To get background info on a planet, ask the bulbous, orange robot.



MEGA FUEL ROBOT

The Fuel Robot will tell you if you've found all of a planet's Mega Fuel.



DETECTION SYSTEM ROBOT

A successful mission on Killer Expo will add this robot to the committee.

The Starcrusher

As a Space Circus performer, Starshot uses his power, the Starcrusher, to control the comets so he can juggle the stars. As a soldier, he uses it as a weapon for shooting enemies.





Triple Jumps

Starshot can perform three different types of jumps. If you hold down the A Button, he'll perform a regular jump, then a higher jump, and then an even higher flip.



Rocket Man

Flying is the quickest way to get around. By rapidly tapping the A Button twice, you can summon Willfly, who'll pick up Starshot and drag him through the sky.







Items and Power-ups on Parade

STAR



Starshot can carry up to 50 Blue Bonuses, each of which represents ammo for his Starcrusher. To view your ammo total, press the Z Button.

LIFE BONUS



When Starshot is at his healthiest, he'll have eight Green Bonuses. He'll lose one when he's wounded, so collect them to revitalize him.

FLIGHT TIME





Before Willfly the rocket can transport Starshot, you must fuel it with a Yellow Bonus, which represents one second of flying time.

MEGA FUEL



Collect as many Mega Fuel pyramids as possible, since each Red Bonus will give the Space Circus the power it needs to fly to earth.

INFO BALLOON



Any balloon you find in a world won't be full of hot air. Instead, it will be bursting with advice that it will share if you approach it.

The Planet: TENSUNS

The resort planet of Tensuns is the next stop for the traveling Space Circus, so Starcash and his crew have sent a friendly missile to the planet to trumpet their arrival. After unknown saboteurs destroy the missile equipped to show holographic images of the Space Circus, Starcash sends Starshot to investigate.

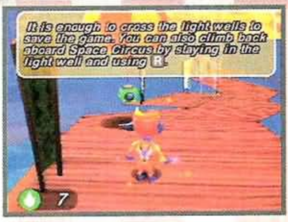
MAIN OBJECTIVE:
Identify the destroyer of the missle parade

SECONDARY OBJECTIVE:
Eliminate the culprit

MISSION OBJECTIVES:
1. Enter the first light well checkpoint to spy the Virtua Circus
2. Deactivate the shields protecting the legs of the Virtua Circus
3. Lure sharks into chomping the legs of the Virtua Circus

MEGA FUEL: 36 bonuses

1 ENTER THE FIRST LIGHT WELL



Walk to the end of the beach, then ascend the sloping boardwalk. Blast the cop who guards the top, then enter the shimmering light well.



The light wells serve as checkpoints, and when you enter the first one, you'll set in motion the cinema scene revealing the arrival of rival entertainers, Virtua Circus.





The docks feature impressive bridgework, both architectural and dental. When the jaws on the boardwalk stop chomping, dash through them before the teeth resume chattering.



You can "warp" from one dressing tent to another. When you enter one, its startled occupant will give you the boot, sending you hurtling airborne until you land near another tent on an adjacent dock.



The green, hulking bodybuilder is too vain, so share his muscle power with the tiny, enemy Virtua robots prancing behind him. If you shoot the muscle man, he'll take a tumble and bowl over the bots.



Once you nab your first handful of Yellow Bonuses, jump up twice to hail Willfly. When the rocket picks you up, pilot it down the trail of Flight Time Bonuses to keep Willfly's fuel supply full.



3 LURE THE SHARKS

Virtua Circus has muscled its way onto the island and destroyed the Space Circus's missile, so Starshot must destroy his rival's big top.



Once you've deactivated the Virtua shields, return to the Virtua Circus's big top and jump on the floating sunbathers, using them as stepping stones.



The hungry shark will eat the sunbathers as you leap from one to another. If you bounce to the Virtua Circus's legs, you'll lure the fish into chomping them, too.

2 DEACTIVATE THE VIRTUA SHIELDS



The green, tentacled eyeballs peer into an area of importance. If you follow their gaze, you'll find a cliffside cave that conceals the Virtua Circus's shield generator.



Fire your Starcrusher to short-circuit the robot guard inside the cave, then approach the big eyeball switch to deactivate the Virtua Circus's shields.

The Planet: KILLER EXPO

Owing the Galactic Bank three million omnidollars, the Space Circus must pay off the debt within ten days or the bank's bomb-robot representative will blow the big top's lid off. Better circus acts could help the circus bring in more money, so Starshot ventures to Killer Expo to find a device that could detect the galaxy's circusworthy material.

MAIN OBJECTIVE:
Find a detection system that will help uncover new acts for the circus

MISSION OBJECTIVES:
1. Enter the plagued ship and attempt to open the door inside
2. Talk to the gatekeeper
3. Get the energy ball from the prisoners
4. Return to the quarantined ship
5. Destroy the tanks
6. Lure missiles into the targets to exit the Missile Yard
7. Destroy the tanks to enter the War Simulator
8. Neutralize an army and lure the combat robot to the dino robots to pacify the Simulator
9. Find the detection system


The hovering platforms bridge the gap. When one floats close enough to you, perform a running leap to board it.


You must jump to reach the bonus items dotting the space station decks, but beware of the rockets buzzing overhead.


Killer Expo is a community of trigger-happy soldiers, so be ready to fire when you meet the medical staff guarding the quarantine area.

1 ENTER THE PLAGUED SHIP


Weave through the maze of robots, collect the Mega Fuel Bonuses, then hop up onto the ladder leading into the quarantined ship docked on the space station.



After facing the frowning, locked door, leave the capsule, then explore the quarantined deck where you'll find an Info Balloon that will point you to your next stop.

2 THE GATEKEEPER



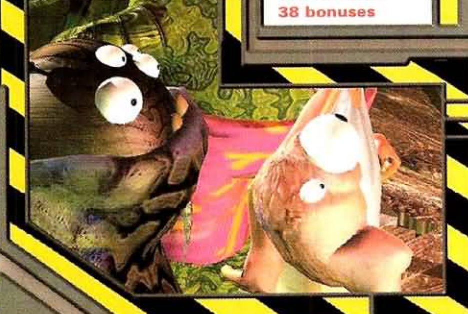
Walk through the Killer Expo weapon detector at the end of the left path behind the receptionist's desk. If you speak to the gatekeeper, he'll eventually let you pass.

3 GET THE ENERGY BALL


Blast the robots as your floating platform approaches them, or else they'll pounce on you to knock you off your ride.


Leap from the final platform into the hallway to find the two seated prisoners. Between them glows a ball of radiation that can open the door in the quarantined capsule.


MEGA FUEL:
38 bonuses





4 RETURN TO THE SHIP



The key to penetrating the frowning door is the ball of radiation you found in Torture World. Once you have the energy sphere, approach the door, then press the R Button.

5 DESTROY THE TANKS



Beyond the frowning door toils a pumpkin-headed creature with a diabolical bent. If you chat, it'll agree to sabotage the mammoth tank looming in the Killer Expo grounds.



Activate the saboteur robots that have settled in front of the tank. Once the tank has moved, scale it, then perform a triple jump to reach the area overlooking the vehicle.

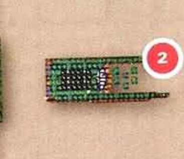


Killer Expo is a galactic trade show specializing in combat and weaponry, such as the dancing bombs bobbing near the paths leading to the War Simulator.



Many of the nurse robots in the quarantined zone will fire from behind waist-high barricades, so jump up and fire to hit them where it counts.







The Planet: KILLER EXPO

6 EXIT THE MISSILE YARD



Take flight in front of the wall that's launching missiles. If you lure a missile to a target, the target bearer will flee to the ramp to do double duty as a stairstep.



After hopping up the three targets to scale the ramp, visit the three generals overseeing target practice. Pick up the card behind them, then head to the War Simulator.

7 ENTER THE WAR SIMULATOR



The general's card will gain you entry to the War Simulator protected by tanks. To destroy them, walk in front of the turrets and lead the homing missiles their way.



If you run toward a tank while a missile is tailing you and then jump up, the missile will fly past you and into the tank. Behind the final tank awaits the War Simulator.

8 PACIFY THE SIMULATOR



Destroy either the red or the blue team. The team you spare will boat you across the water to the next simulation. Then you must choose to destroy the green or yellow team.



Blast the combat robot until it chases you, then lead it to the dino robots so it can render them extinct. The combat robot is quick, so weave through buildings to slow it down.

9 THE DETECTION SYSTEM



Once the combat robot has defeated the three dino robots guarding the circular doorway, enter the passage where you'll find the News Robot that's in the know of profitable circus acts.

The Other Planets

With Killer Expo's News Robot detection system added to the Space Circus's gallery of robots, the crew becomes able to identify the curiosities of the galaxy. Completion of the Killer Expo level will also open up three new planets that are home to new acts that can help the show pay off its debt and compete with the Virtua Circus.



PRIMITRON

MAIN OBJECTIVE:
Find the Surprise-laying Bird
MEGA FUEL: 51 bonuses

Able to watch 22 billion TV channels at one time, the News Robot updates the crew with reports of a bird that can hatch monstrosities so horrifying that it has plunged its planet into a state of fear. Frights and thrills make for a good sideshow, so the planet becomes a destination.



Descending upon Primitron, Starshot and his fellow circus recruiters must trudge through a primitive jungle planet to cage a magical and mystical bird.

TECHNOMUMMY

MAIN OBJECTIVE:
Bring Back the Malfunction Machine
MEGA FUEL: 46 bonuses

Why send in the clowns when a machine can play the bozo? When Starcash discovers that the planet's scientists have developed a machine that does the opposite of what it's told, he deems the contraption the perfect comic device for spicing up his show.



A planet built on intelligence and ingenuity, Technomummy thrives on inventions, and its bizarre Malfunction Machine becomes the apple of the Space Circus's eye.

ULTIMACRASH

MAIN OBJECTIVE:
To Bring Back Leika, the Ghost Dog
MEGA FUEL: 22 bonuses

"A ghost dog! Not only that, but a famous ghost dog!" exclaims Starcash when he realizes that Leika, as the game calls it (Laika as the Soviets called it), is in good spirits, haunting planet Ultimacrash. The ghost of the first dog in space could prove to be the circus's best friend.



Not so much a planet as a wad of space wreckage, the intergalactic graveyard known as Ultimacrash serves as home to astronaut ghosts, including cosmonaut dog Leika.

EARTH

Earthlings have always been space oddities, and after an alien invasion all but wiped out the human race, the lone survivor becomes prime circus material. But only with 100 Mega Fuel Bonuses can the circus reach planet earth.

VIRTUA CIRCUS

Unlike Starshot's circus, Virtua destroys the beings it uses as attractions once it has preserved them as virtual circus acts. To prevent this extermination of all that is unique in the universe, Starshot must battle the circus.

CIRCUS SURPLUS

Five levels remain, but for now NP leaves circus life and the rest of the adventuring to you. The show must go on—it's up to you to determine how.



YOU ARE LUKE.
SO LOOK LIKE LUKE.

STAR WARS ROGUE SQUADRON

Through the flight goggles of *Star Wars*®: **Rogue Squadron**™. As the Rebel flight commander, you have 5 starfighters to fly, 15 planets to save from destruction, and a hangar full of proton torpedoes, cluster missiles and laser cannons all at your fingertips. Now go blow the evil Empire to bits. Only you can save the galaxy on N64®. Want even more hyperspace? Then boost your system with the N64 Expansion Pak™ for supercharged graphics.

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COUNSELORS' corner

▶ BANJO-KAZOOIE



HOW DO I GET TO THE WITCH SWITCH IN RUSTY BUCKET BAY?

Hunting for a launchpad will do you no good. A timely flap from Kazooie will help Banjo make what looks like an impossible leap. From the top of the crane that holds the TNT box, spot the Witch Switch on top of the tall structure in the stern. Get a short running start before your double jump, then hold down A to float your way there. Keep trying—if you miss on the first attempt, try varying the timing of the second part of your jump.



A Witch Switch, full astern! After shinnying up the rope, watch your footing on the crane's arm. A brief running start should be enough.



Flap your wings as Banjo starts to fall, then glide to glory. Beak Busting Gruntilda's mug will make a Jiggy appear back in her lair.

? CAN I BEAT MR. VILE WITHOUT THE RUNNING SHOES? ?

Bubblegloop Swamp is a whole lot friendlier once you find Mumbo: His magic spell will transform Banjo into a little crocodile that can frolic in the poisonous water, chomping anything that comes near without fear of piranhas. However, he's not the toughest reptile around. When Banjo crawls through the nostril of the giant crocodile head, he finds a nasty fellow named Mr. Vile who issues a critter-eating challenge. The running shoes make this fairly easy, but you probably won't find them until later in the game. Without them, Banjo must resort to some crafty culinary tactics. Instead of running around eating as many creatures as possible, shadow the red croc as he hunts. Whenever Mr. Vile approaches a snack, press the B button to lunge in front of him and steal it from his jaws. If you can effectively starve him out three times in a row, you'll be well on your way to a Jiggy. As an added advantage, you can come back anytime you're hungry and win extra lives by beating the nasty reptile again.



Those running shoes would make this easier, but Bottles hasn't taught you about them yet. Once he does, you can come back and dominate.



Stay as close to Mr. Vile as you can, then jump ahead whenever he opens his big mouth. Keep him hungry, and you'll win consistently.

▶ THE LEGEND OF ZELDA: OCARINA OF TIME



HOW DO I GET THE FOURTH BOTTLE?

The only way to get this elusive prize is by ridding Hyrule Field of Big Poes. The easiest way to defeat haunts is to hunt them with your bow from atop Epona. Every time you manage to capture a Big Poe from Hyrule field, take it to the ghost merchant just inside Hyrule town's ruined walls. If you can find all ten Poes you'll have a thousand points of credit, and he'll part with the precious glass.



Each Poe has a specific haunt, like a boulder, tree or sign, where it always appears.



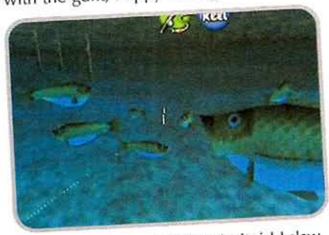
If you miss, chase on Epona until you're back in range, then draw your bow and fire again.

? WHERE IS THE SINKING LURE? ?

Even the best fisherman needs a little help every once in a while. After you've caught the lunker as an adult and gotten the Gold Scale, re-enter the fishing pond. A new lure will be waiting for you in one of three random locations: by the rocks in the feeder creek, in the grass around the perimeter, or on the log jutting out of the pond. Once you've stumbled across it, the sinking lure is irresistible to fish. It's designed to sink to the bottom of the pond, but it will rarely get there as swarms of fish squabble over the right to get caught. You'll have your pick of all the fish in the pond, but keep in mind that any records you set will note that you used an "illegal" lure, both on the aquarium and on your record board at home in Kokiri Forest. If you can live with the guilt, happy fishing!



Looks appetizing, doesn't it? Trust us, in fish society, this is a delicacy to die for.



Cast for the center of the lake, let it sink below the surface, and watch the feeding frenzy begin!

? WHAT'S THE POINT OF THE SCARECROW SONG? ?

Scarecrows need entertainment, too! If you can improvise a creative song for Bonooru as a child, he'll remember it and ask you to play it again when you visit him seven years later. If you remember it, he'll dance a few steps and tell you that his wandering friend, Pierre, will help you whenever he can. Now, whenever you come to an area you can't reach, try playing the scarecrow song. If you are in the proper position, Pierre will burst out of the ground and wait for you to hookshot your way to him. He'll help you get to a number of areas in the overworld that require a magical bean plant, as well as a few that cannot be reached any other way. Also, Pierre is the key to reaching those impossible golden spiders in the Temples. Keep an eye out when Navi hovers near some random spot and glows green; she could be trying to tell you that there's a helpful scarecrow waiting to be called on.



No way across? No problem! Whip out your ocarina and call for reinforcements.



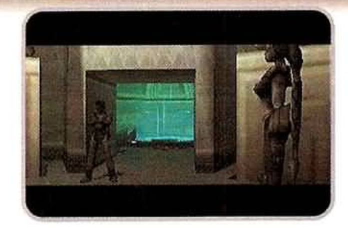
Sure, you could plant a bean to reach the roof, but why spend money when Pierre's around?

▶ TUROK 2: SEEDS OF EVIL



HOW CAN I TELL WHICH WARP PORTALS ARE FALSE?

The bad news is, there's no way to tell what a new Warp Portal will hold unless you enter it. If you're low on life, it's probably a good idea to fill up a bit before you go in, in case it is an ambush. Eventually you'll want to enter all of them—the special feather items are vital to your quest, and building the Nuke weapon will help give you a fighting chance in the final battle against the Primagen.



The first Level 1 Portal lets Adon give you some info. The level has no special item.



If you don't see the offering plate, prepare for ambush. Use sniper-vision to see what's waiting.

? HOW DO I DESTROY THE QUEEN EMBRYOS IN LEVEL 5? ?

Finding the brood chambers is difficult enough, but once you set eyes on the queen, you have to contend with a constantly regenerating army of mantid soldiers. To make your job easier, be sure to wipe out all the sentries in the circular area outside the brood chamber. Once you're safe from a flank attack, carefully make your way toward the center. Use a handheld weapon like the war blade to clear out the smaller mantid pods, but be sure to leave the large one that blocks entry to the room. If you stand just to the side of the pod, you should be able to get clear shots at the queen without exposing yourself to direct attack from the trapped soldiers inside the chamber. Enable snipe mode on the plasma rifle for better accuracy.



Make sure there are no mantids outside the chamber, or you'll be attacked from behind.



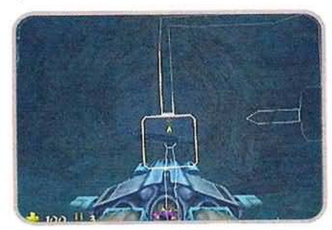
Take your time with the queen while her minions helplessly try to charge through the pod.

? IS THERE AN EASY WAY TO NAVIGATE LEVEL 4? ?

It's easy to get lost in any of the vast levels of Turok 2, but the Lair of the Blind Ones is particularly confusing. Since the level is full of deep holes, tons of warps, and dark underwater mazes, it's possible to wander in circles for hours. In order to keep your bearings, the best thing to do is keep track of the warps. Any time you fall down a deep hole, there will be a warp somewhere in the immediate vicinity that will take you back up to an empty room near the hole you just dropped down. Using these "elevator warps" is essential, as they allow free vertical access through the depths of the lair. These portals always appear as small circles on your map. The map option is also valuable underwater, where it is easy to drown in the murky, winding tunnels. Enable the map using the L Button and guide your yellow arrow through the twists and turns with confidence. Don't try to engage any enemies unless you're very familiar with the territory—fighting wastes air. When Adon warns you that your air is low, put the torpedo launcher into high gear and speed for the surface!



This warp will take you right back up to the top of the hole you fell down, so don't panic.



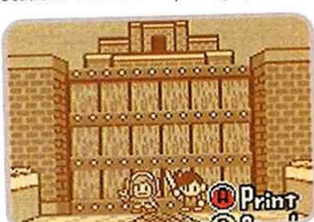
Adjust the opacity of the map using the options menu, depending on how dim you like it.

▶ THE LEGEND OF ZELDA: LINK'S AWAKENING DX



HOW DO I FILL UP MY PHOTO ALBUM?

What better way to commemorate your island vacation on Koholint than with an album of candid snapshots? Luckily for you, Link's Awakening DX offers a helpful photographer that will do portraits along the way. First you have to enter his shop, a building north of the Tabahl Wasteland that will be new to veterans of the original Link's Awakening. To get there, head north and east from the entry to the Mysterious Woods, jumping potholes with the Roc's feather. When you find the shop, the cameraman will ask if he can take your picture. Your first snapshot will depend on how you respond to his question, but after that there are 11 more locations where the photographer will appear. Unfortunately, finding these places is only half of the challenge; often there are certain conditions that you must meet before the cameraman will let you make an appearance. For instance, if you fall down the well in Mabe village, nothing happens, but if you tumble with Marin in tow, you'll be rewarded with a photograph of Link breaking his friend's fall. Likewise, there's nothing special about the pond in Animal Village until you get the Magnifying Glass and return there. With your enhanced vision you'll be able to get a buddy shot with a newly visible Zora. Sometimes you have to complete a certain dungeon before a photo opportunity will arise, as is the case with the ghost. Only after beating Level 4 can you return the mourning specter to his grave and get a picture to remember it by. Other opportunities arise at the gate of Kanalet Castle, outside of Grandpa Ulrira's house, near the rooster statue in Mabe Village and on the southwestern point of the island, but be warned! You won't get the chance to say cheese unless you've satisfied specific conditions. Come back another time and keep trying, because the status of your quest, items or companions in your company will have a direct effect on the photographer's willingness to appear. And remember, if you have a Game Boy printer attached you can print up any one of these shots by opening the album, picking out your desired photograph, and selecting print.



If you go to the entry to Kanalet Castle when the gate is closed, your frog-loving friend Richard should appear for this dramatic pose.



Not all of the photographer's shots are complimentary. You'd better hope that the Koholint officials never get their hands on this photo, THIEF!



Why waste your time doing charcoal gravestone rubbings when you can snap a picture of yourself with a spiritual guide?



In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Q&A FAST FACTS

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)



SOUTH PARK

Q: What does the yellow arrow on my radar signify?

A: It tells where the starting point of the level is. Follow it as fast as you can if a tank approaches the town.

Q: Why can't I pick up certain weapons that aren't in my inventory?

A: As Cartman says, you need to find the other guys! Without them you won't have enough hands to hold all the weapons.

STAR WARS: ROGUE SQUADRON

Q: I've accessed the Tie Fighter code but can't find the ship in the hangar. Where is it?

A: You also need the Millenium Falcon. Hold the Control Stick up when you're looking at Solo's ship and you'll switch over to the dark side.

Q: Some of the gold medal times are impossible! Are there speed boosters I'm missing?

A: Come back with a faster ship. Complete the Battle for Calamari and you'll be able to fly the fastest ship, the V-Wing.

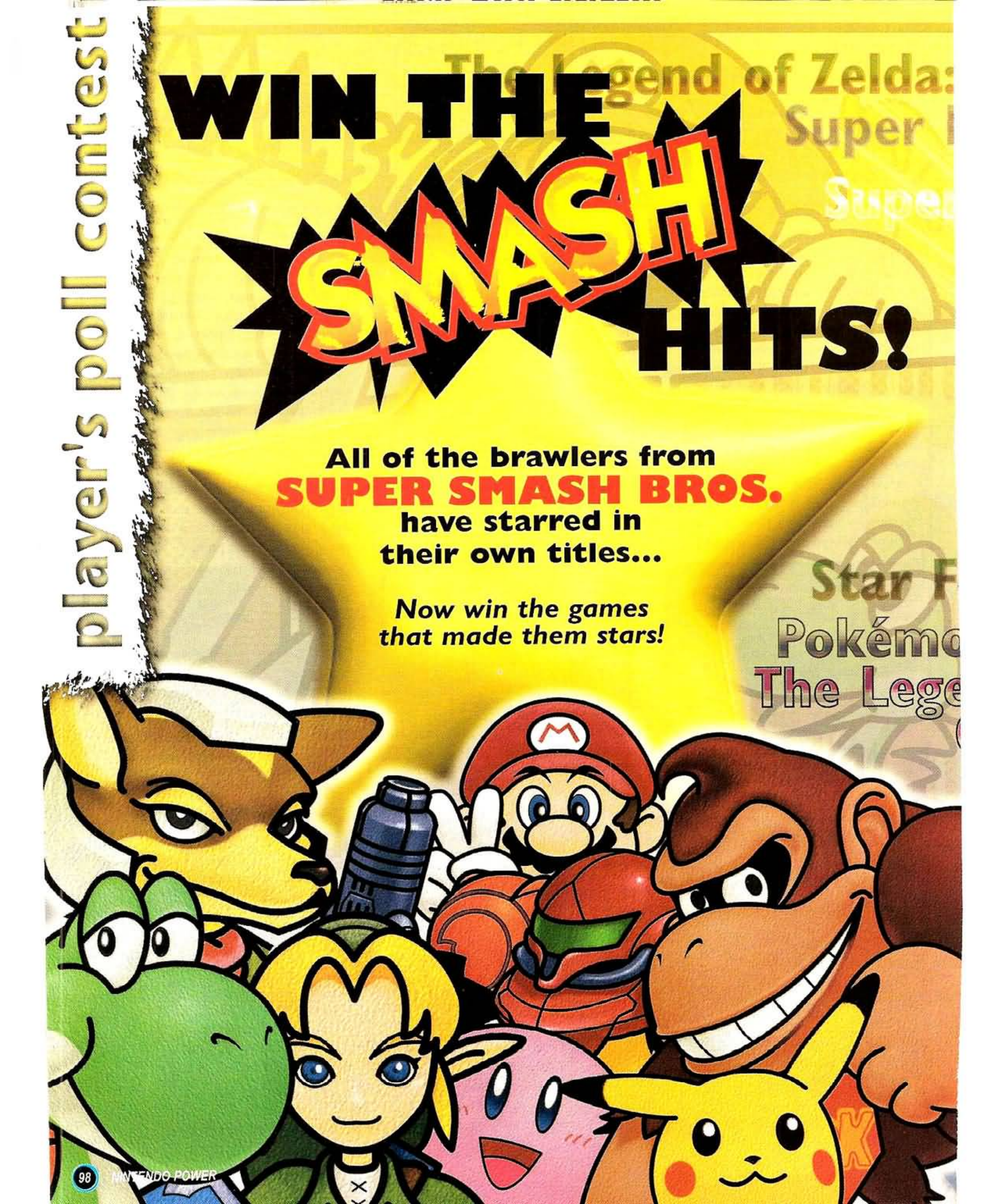
WARIO LAND 2

Q: What are the Picture and Treasure Pieces for?

A: When you find all the Picture Pieces, they form a map. Collecting Treasure Pieces opens up Flagman D-D and The Really Final Chapter.

Q: How do I find the alternate endings?

A: As long as you don't erase your save, you can replay levels as many times as you need. This way you can find Treasure Pieces and secret exits that give access to other paths.


player's poll contest
WIN THE SMASH HITS!
All of the brawlers from
SUPER SMASH BROS.
have starred in
their own titles...
Now win the games
that made them stars!

enter to win!



1 WINNER
GRAND PRIZE
- Win a collection of games that made the Super Smash Bros. characters famous! Over 50 games in all!
- Win all the systems to play them on, too!
- Win Super Smash Bros. for your N64!

5 WINNERS
SECOND PRIZE
- Pick your favorite game from the list
- Win Super Smash Bros.!

50 WINNERS
THIRD PRIZE
- Nintendo Power T-shirts! *Smashing!*

YOUR VOTE COUNTS
YOU CAN'T WIN IF YOU DON'T SEND IT IN!

FILL OUT THE CARD AND SEND IT IN! WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!

OFFICIAL CONTEST RULES
No purchase necessary. Only U.S./Canadian residents (excluding Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out the entry form or print your name, address, telephone number, Player's Poll Volume 119 on a plain 3.5" x 5" card, and mail the entry to this address: NINTENDO POWER, PLAYER'S POLL VOLUME 119, P.O. BOX 97062, REDMOND, WA 98073-9762.

NINTENDO POWER
PLAYER'S POLL VOL. 119
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. Entries must be received by May 15, 1999. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about May 15, 1999, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. NOA will attempt to notify winners by mail by June 15, 1999. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after May 31, 1999) a list of winners, send your request to the address above. WA/VT residents may omit return postage.
Grand Prize: One (1) entrant will win a selection of video games in which the characters from Super Smash Bros. have had leading roles. The actual games included in the grand prize will be determined by Nintendo Power and may or may not include the games shown here. Some games may not be in new condition. Approximate average value of Game Pak is [$39.95.]
TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect.



IN THE ZONE '99™

Is the strike-shortened NBA season leaving you hungry for more? Don't worry—Konami's second pro basketball sim will fill that empty place in the schedule. Much improved over '98, In The Zone '99 highlights include quick passing, fancy ball control, and superior motion capture animations that make for furious game play. The play-off hunt is warming up, so get your game face on!

New Features

Most of In The Zone '98's best qualities are still here, from the fadeaway jumper to the crossover dribble, but a beefed-up Edit Player option now lets you control intangibles like stamina and clutch shooting. There's a three-point shoot-out for All-Star weekend, more camera control for in-game and instant replay, and an elaborate playbook to let you mix it up on offense. Best of all, a new instant pass feature makes precise ball movement a piece of cake.





Keep defenders guessing by calling one of your many offensive schemes on the fly. Holding down the R Button will give you quick pass options.

MODES

Like its predecessor, '99 gives you a number of game play options. Play against a friend, team up against the computer, or get three friends and fight it out two-on-two. If it's just you versus the machine, there are four difficulty levels and any number of rule tweaks at your disposal to adjust the AI to fit your skills.

Exhibition

If you just want to lace up the proverbial hi-tops and start dunking, Exhibition Mode is the way to go. No schedules or record keeping, just one game for bragging rights. Somehow all of the arenas have sold out their exhibition season, so you can count on a packed house getting rowdy when you throw down a vicious jam.



Decide on an arena for your duel, and be sure to get your roster and play book in order before tipoff.



Once you've got your teams picked, find a camera angle that suits you and hit the parquet floor!

Season

One of Zone's greatest assets is its realistic season play. Acting as general manager, head coach, and the players themselves can be tough over 82 games, so, luckily, you have the option to play half seasons (56 games), quarter seasons (28 games), or even the 1999 strike schedule of 50 games.



Can't get players and management to agree? Cut the season in half and they'll be back on the court in no time.



Every game counts! Play consistently in order to guarantee home court advantage through the postseason.

Play-offs

If you don't have the patience for the grueling season, skip right to the pressure of play-off basketball. Play-off Mode allows you to start the postseason in any round, with whichever teams you feel are qualified. For true excitement, try playing single game series where one loss ends it all!







You can even choose to watch as computer simulation takes care of any matchups that don't involve human players.



Teams play intensely in the play-offs, so you'd better have enough game during crunch time.

All-Star

This is when the NBA's brightest come out to dunk on each other's heads. Don't worry that you missed it this season; In the Zone '99 lets you play a mock-up at home without any words from the sponsors.

Of course you can insert any bench warmer who didn't get public acclaim.



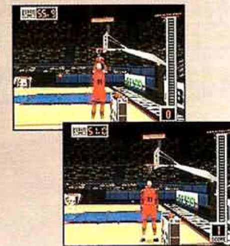
All those different uniforms can be a little disorienting at first. Unfortunately, shirts versus skins is not an option.

Three-Point Shootout

Test your long-distance sharpshooting in single exhibitions or a full tournament. Keep your eye on the hoop as you make your way around the three-point arc.



Remember that the fifth and final ball at each station is the multicolored ABA ball. This one's worth double the points, so aim carefully!



Player Edit

Stamina, offensive rebounding, clutch shooting—it's all here for the tinkering. Players can range from 5'0" to 7'11" and from flyweights to 355-pounders. Create a few pure shooters to help your play-off hopes.



Make them as close to perfect as you can and you'll be in the money. You could even edit in a certain retired Bull who doesn't seem to be on the roster.

Schedule

Wondering whom you'll be playing on any given date in your season? It's all there, right down to the afternoon times on weekends. View the all-team schedule to check up on the other marquee contests of the night.



For ideal mental preparation, you need to know the time, place and prime matchup well in advance. Now all you have to do is remember to set your VCR.

COACHING TIPS

With all of the rules on, In The Zone '99 requires you to exhibit the wisdom of a seasoned NBA head coach. It's important to be aware of who's tired, who's on a hot shooting streak, and who should be booted off the team. That way you're constantly ready to give stars a little rest, find the go-to guy in the clutch—or dump that choke artist before the trading deadline.

Bench Warmers

If you're playing with Stamina enabled, players will get tired without the occasional breather. Make sure that you know your bench and substitute wisely.





You can access your bench whenever there's a foul by going to Member Change in the start menu, or you can call timeout.

Offensive Moves

It's still fairly easy to protect the ball with the crossover dribble and post moves, but Konami has also added a useful spin move for explosive drives to the basket. If you spot an open lane in the paint, spin around the defender and use the quick dash Z Button to burn a trail to the rack.



Back into the post with bottom C, then either spin to the hoop with right C or shoot a fadeaway.

Free Throws

Dunks are entertaining, but every coach knows that free throws win ball games. Practice the basics or you won't get far.



Tap the A button rapidly to get the right-hand meter around half-mast, then push Down on the Control Stick and release.

ROSTERS

Things have changed in NBA land since this game was developed, so you may have to do some creative trading in order to get your rosters up to speed. Never fear—the game allows you to make as many trades as you wish, and it won't bat an eyelid when you trade a mega star for a punk with 1.4 points per game. Below is the new-look NBA.

MIDWEST DIVISION

UTAH JAZZ
62-20

C	Greg Osterag
PF	Karl Malone
SF	Bryon Russell
SG	Jeff Hornacek
PG	John Stockton

SAN ANTONIO SPURS
56-26

C	David Robinson
PF	Tim Duncan
SF	Sean Elliot
SG	Jaren Jackson
PG	Avery Johnson

MINNESOTA TIMBERWOLVES
45-37

C	Dean Garrett
PF	Joe Smith
SF	Kevin Garnett
SG	Anthony Peeler
PG	Stephon Marbury

HOUSTON ROCKETS
41-41

C	Hakeem Olajuwon
PF	Charles Barkley
SF	Scottie Pippen
SG	Michael Dickerson
PG	Matt Maloney

DALLAS MAVERICKS
20-62

C	Shawn Bradley
PF	A.C. Green
SF	Dirk Nowitzki
SG	Michael Finley
PG	Steve Nash

VANCOUVER GRIZZLIES
19-63

C	Bryant Reeves
PF	Michael Smith
SF	Shareef Abdur-Rahim
SG	Doug West
PG	Mike Bibby

DENVER NUGGETS
11-71

C	Raef LaFrentz
PF	Eric Williams
SF	Antonio McDyess
SG	Bryant Stith
PG	Nick Van Exel

PACIFIC DIVISION

SEATTLE SONICS
61-21

C	Olden Polynice
PF	Vin Baker
SF	Detlef Schrempf
SG	Billy Owens
PG	Gary Payton

LOS ANGELES LAKERS
61-21

C	Shaquille O'Neal
PF	Robert Horry
SF	Eddie Jones
SG	Kobe Bryant
PG	Derek Fisher

PHOENIX SUNS
56-26

C	Luc Longley
PF	Tom Gugliotta
SF	Clifford Robinson
SG	Rex Chapman
PG	Jason Kidd

PORTLAND TRAILBLAZERS
46-36

C	Arvydas Sabonis
PF	Brian Grant
SF	Rasheed Wallace
SG	Isaiah Rider
PG	Damon Stoudamire

SACRAMENTO KINGS
27-55

C	Vlade Divac
PF	Chris Webber
SF	Corliss Williamson
SG	Tariq Abdul-Wahad
PG	Jason Williams

GOLDEN STATE WARRIORS
19-63

C	Erick Dampier
PF	Jason Caffey
SF	Chris Mills
SG	John Starks
PG	Muggsy Bogues

LOS ANGELES CLIPPERS
17-65

C	Michael Olowokandi
PF	Rodney Rogers
SF	Lamond Murray
SG	Eric Piatkowski
PG	Darrick Martin

ATLANTIC DIVISION

MIAMI HEAT
55-27

C	Alonzo Mourning
PF	P.J. Brown
SF	Jamal Mashburn
SG	Voshon Lenard
PG	Tim Hardaway

NEW YORK KNICKS
43-39

C	Patrick Ewing
PF	Latrell Sprewell
SF	Larry Johnson
SG	Allan Houston
PG	Charlie Ward

NEW JERSEY NETS
43-39

C	Jayson Williams
PF	Keith Van Horn
SF	Kendall Gill
SG	Kerry Kittles
PG	Sam Cassell

WASHINGTON WIZARDS
42-40

C	Terry Davis
PF	Juwan Howard
SF	Tracy Murray
SG	Mitch Richmond
PG	Rod Strickland

ORLANDO MAGIC
41-41

C	Isaac Austin
PF	Horace Grant
SF	Charles Outlaw
SG	Nick Anderson
PG	Anfernee Hardaway

BOSTON CELTICS
36-46

C	Eric Riley
PF	Paul Pierce
SF	Antoine Walker
SG	Ron Mercer
PG	Kenny Anderson

PHILADELPHIA 76ERS
31-51

C	Matt Geiger
PF	Theo Ratliff
SF	George Lynch
SG	Eric Snow
PG	Allen Iverson

CENTRAL DIVISION

CHICAGO BULLS
62-20

C	Andrew Lang
PF	Toni Kukoc
SF	Mark Bryant
SG	Ron Harper
PG	Brent Barry

INDIANA PACERS
58-24

C	Rik Smits
PF	Dale Davis
SF	Chris Mullin
SG	Reggie Miller
PG	Mark Jackson

CHARLOTTE HORNETS
51-31

C	Derrick Coleman
PF	Anthony Mason
SF	Glen Rice
SG	Bobby Phills
PG	Davis Wesley

ATLANTA HAWKS
50-32

C	Dikembe Mutombo
PF	Alan Henderson
SF	LaPhonso Ellis
SG	Steve Smith
PG	Mookie Blaylock

CLEVELAND CAVALIERS
47-35

C	Zydrunas Ilgauskas
PF	Shawn Kemp
SF	Cedric Henderson
SG	Wesley Person
PG	Brevin Knight

DETROIT PISTONS
37-45

C	Bison Dele
PF	Loy Vaught
SF	Grant Hill
SG	Joe Dumars
PG	Lindsey Hunter

MILWAUKEE BUCKS
36-46

C	Ervin Johnson
PF	Tyrone Hill
SF	Glenn Robinson
SG	Ray Allen
PG	Terrell Brandon

TORONTO RAPTORS
16-66

C	Kevin Willis
PF	Charles Oakley
SF	Vince Carter
SG	Doug Christie
PG	Alvin Williams

STATS

For all of those die-hard fans who love to crunch the numbers, Zone comes loaded with all the statistics from the 1997-98 basketball season. You can do an overview of your team or inspect each player individually in such areas as height, weight, field goal percentage, free throws, offensive and defensive rebounds, assists, steals, turnovers and fouls.

RAIN CAN DO





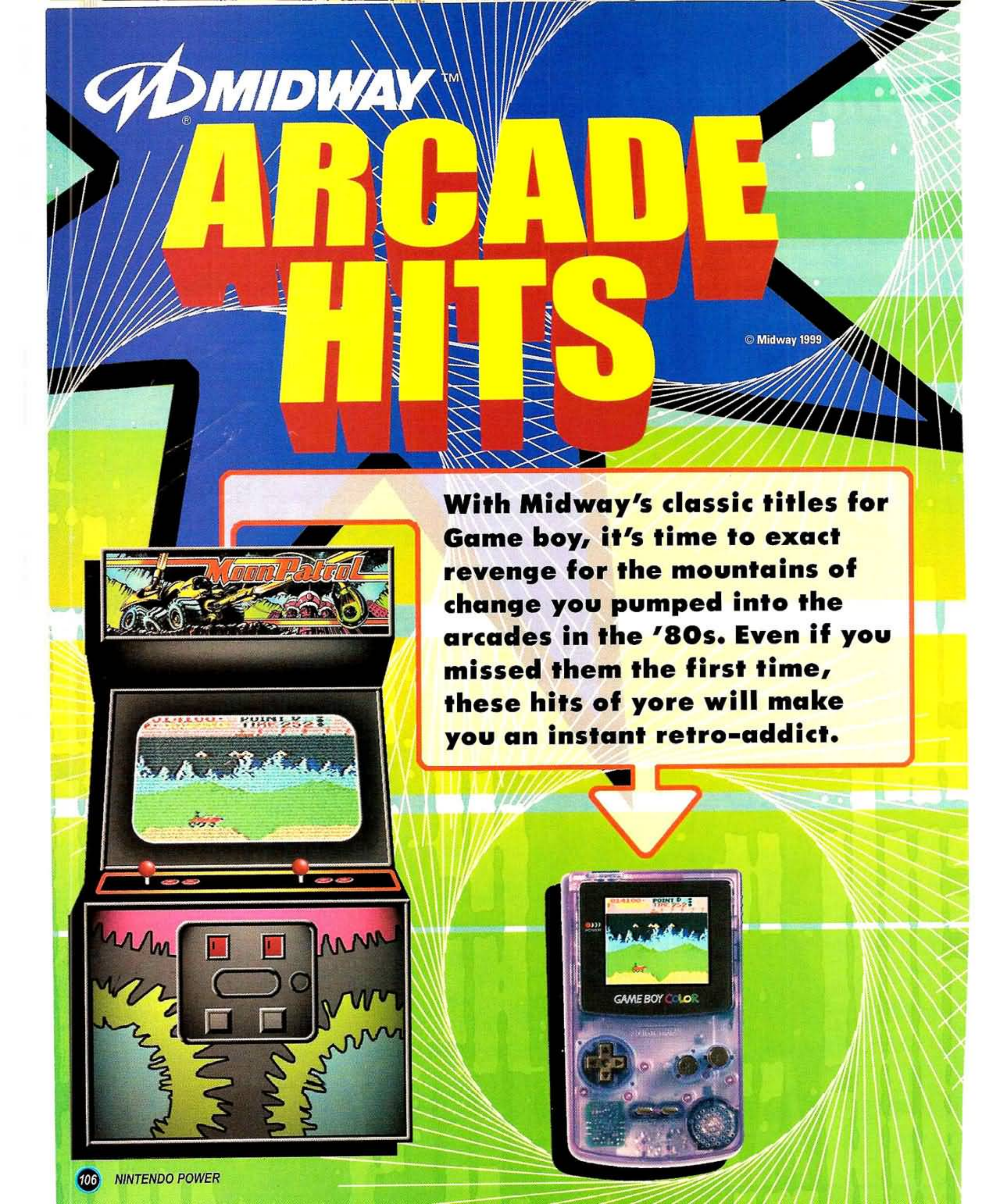


Monaco Grand Prix™ is the most challenging racing simulation ever created. 22 expert racers compete on 16 famous, international tracks. The advanced driving engine redefines the meaning of expert racing. Every turn, pass, and acceleration must be timed to perfection. This is not a toy. Blow it and your car is shrapnel. Bred for the Pentium® II, tuned for the PlayStation® game console and the Nintendo® 64, and approved by the masters of the Automobile Club de Monaco. Go ahead, play in the rain.

"...ultra-detailed racing animal"
- EGM

GRAND PRIX™




MIDWAY
ARCADE HITS
© Midway 1999
With Midway's classic titles for Game boy, it's time to exact revenge for the mountains of change you pumped into the arcades in the '80s. Even if you missed them the first time, these hits of yore will make you an instant retro-addict.
Moon Patrol
GAME BOY COLOR

SPY HUNTER AND MOON PATROL

Whether you prefer the side view or the top view, earth or moon, one thing is for sure with this tandem—you'll do a lot of driving and blowing stuff up. Both games come on a single cartridge, so pick a planet and put it in gear!



Hitting the mean streets in such a superior vehicle is reason enough to anger the locals, but you also happen to be involved in the high-stakes world of espionage. As a result, your spotless white car is the main target for the likes of Switchblade, Road Lord, the Mad Bomber, and the fully credentialed Doctor Torpedo.

Call for Backup



Demolishing everything on the road takes a toll on your ammo reserves—luckily, you're not alone out there. When the situation looks totally bleak, the Weapons Van will put in an appearance to reload you on the fly. It's just like Knight Rider without David Hasselhoff.

Here's Smoke in Your Eye

Attackers come from land and sea, so you'll need every advantage you can get. If enemies approach from the rear, fire off a smoke screen and you'll shake them off your tail in no time. You can also coat the pavement with an oil slick and watch as your enemies skid out of control.



Fire Away



Sometimes you'll need to clear out the street ahead of you as well. To this end, your vehicle has been equipped with multiple front-mounted weapons. Use the machine guns to blaze a path, but for tougher enemies, nothing hits the spot like a well-placed missile.



There are no street punks on the moon, but the lunar surface has its share of danger just the same. Moon Patrol requires that you master the art of piloting a six-wheel buggy over terrain no off-roader would dare challenge, while simultaneously racing the clock to reach checkpoints and fighting off hordes of enemies.

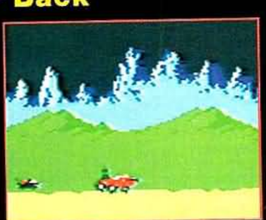
Look Out Below



Avoiding bottomless craters is always wise, no matter which planet you inhabit. Through some combination of springs, thrusters, or rubber bands, your buggy can propel itself into the thin atmosphere to clear such dangers and save the taxpayers the cost of a new buggy.

Watch Your Back

The aliens on the moon are not friendly, and they won't always attack from the air. Keep an eye behind you for ground patrols that try to ram your vehicle, then leap over them and let fly with your guns. Weapons mounted on your hood and roof will give you ample firepower.



Local Wildlife



Besides the deadly craters, huge boulders, various alien craft and ground monsters, you must also rid the moonscape of spitting cobras. We don't know how they got there, but we're pretty sure any snake that can live in an airless environment should be exterminated.

JOUST AND DEFENDER

Midway's other double feature takes to the air with two adventures set eons apart. Travel to medieval times for some chicken fighting, or help protect outer space in the future–either way, you'd better come ready for a fierce battle.

JOUST

Like all of Midway's arcade releases, Joust is backward compatible with all Game Boy models—in color, though, it perfectly captures the flavor of the arcade hit. As an added bonus, you can even connect with a friend using the Game Link Cable and play head to head. Flap as hard as you can to keep your bird above the fray.

Fly the Unfriendly Skies



Joust veterans will remember that the action is straightforward: knock out enemies with your trusty lance, then capture the eggs before they can regenerate into new jousters. Fly with care between the cliffs, as any wrong bounce could ricochet you into the lava pool.

Make Omelettes

Anytime you let an egg hatch you'll be in for trouble, because the emerging warrior will be stronger than usual. The bonus rounds present you with a veritable nursery of eggs, and it's up to you to collect them all before they hatch and fill the skies with angry birds.



Look Out For Pterodactyls

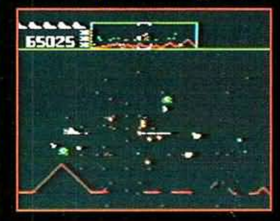


Your usual crop of Hunters, Bounders, Shadow Lords, and Lava Trolls are not a lot of fun to be around, but when the Pterodactyls arrive it gets downright unpleasant. You'll need to give these creatures a direct hit in the face with your lance if you hope to defeat them.



As the name implies, Defender calls for you to protect the citizenry of your futuristic planet. However, often the best defense is a good offense, and the people will have a better chance of survival if you take the fight to the aliens instead of constantly fending them off. Maybe it should have been called Offender.

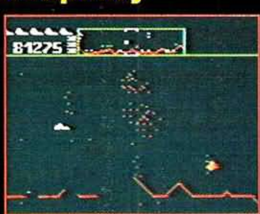
Multiple Bogeys



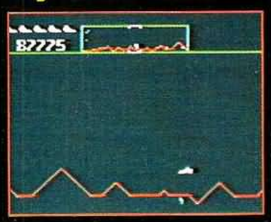
The aliens' goal is to abduct innocent people, and the fiends get smarter and more numerous as the game progresses. Among the malevolent targets for your weapons are Landers, Bombers, Pods, Swarmers, Baiters and Mutants. It's a good thing you have unlimited laser power.

High-Tech Weaponry

Besides your laser cannon, you're also supplied with a limited number of smart bombs that blow immediate threats into clouds of space dust. And if the going gets too rough, you can always flip into Hyperspace—you'll appear randomly in a less hectic part of the map.



Fly With Care



As tempting as it may be to zoom around painting the landscape with your lasers, it's important to show a little restraint. Those blobs of color on the planet's surface are citizens, and since you're their only hope for rescue, try to resist the urge to blast them.

720° SKATEBOARDING

Skateboarding isn't a crime, but missing out on this classic thrasher hit would be! You don't even have to wear pads.



One of the first fun games to work effectively on a three-dimensional landscape, 720° dragged hordes of skaters off the streets and into the arcades. The thrill of attempting huge airs without the prospect of eating pavement is pretty irresistible–especially when your character can ollie about 15 feet into the air.

Sk8 or Die!



You won't get far by loitering—if you don't make a habit of pulling off tricks for points, you'll get chased by swarms of angry bees who live to harass lazy skaters. Be sure to grab all the loose cash that blows around so you can upgrade your helmet, board, and wheels.

Strut Your Stuff

Every once in a while you'll have to get off the streets and compete at one of the four area parks, each of which requires a ticket for admittance. You can earn all the extra greenbacks you need by excelling in the downhill, the slalom, the half-pipe, and the ramps.



Skate City



Around town there's plenty to do to further your cause. While searching for various shops to upgrade your gear, you'll have to avoid other skaters, cyclists, cars and stationary obstacles. If you can pull off the biggest, toughest jumps, you'll be skating on easy street.

RAMPAGE WORLD TOUR

The original in a series that keeps getting better over the years, Rampage still lets you vent all your pent-up rage.



Let's go back to a simpler time, a time when you had nothing better to do than destroy entire cities. A game that ends only when you turn it off, Rampage lets you find your inner primal beast and run wild over exotic locales. You have three grouchy monsters to choose from, so lace up your pedestrian bib and do lunch!

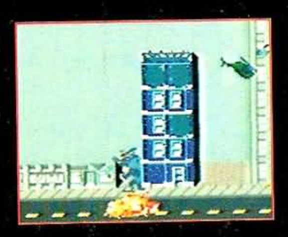
Lizzy



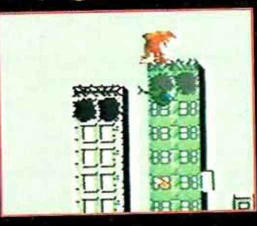
Lizzy has never gotten over that breakup with Godzilla, and she's taking it out on us humans. She's the fastest of the monsters, but she lacks the raw power required to quickly destroy a skyscraper. Expect to have to swing a couple of times to get inside the structures.

Ralph

Ralph may be a werewolf, but he's got Teen Wolf beat by about 70 feet and 10 tons. Equipped with huge arms and claws, Ralph delivers a powerful punch to buildings and vehicles alike. Strong as he is, he's not very nimble on his feet, so prepare to take some damage.



George



You may have seen a giant ape clinging to the Empire State Building, but that wasn't George. This primate would never confine himself to New York, preferring instead to eat people all around the world. George is the best climber of the bunch, and he packs a wallop as well.

"4 out of 5 Aliens Recommend Men in Black™: The Series for Game Boy® Color!"













Can you blame me?
I don't have any thumbs.

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All Pokémon, All the Time!

They're Coming...

As Pokémania spreads like wildfire, we at Nintendo Power have decided to open a PokéCenter of our very own. Every month, we'll explore the wide, wide world of Pokémon, keeping you up-to-date on hot rumors, expected releases, and current game strategies, not to mention the inside scoop on movies, TV shows, and toys. The June release of Pokémon Snap is the first game on the horizon, and collectors can't wait to explore Pokémon Island on their N64. Armed with a camera, you'll embark on a photo safari in order to catalogue the shy creatures for Professor Oak. You can be sure we'll have a lot more to say about this unique title as June approaches!



Lush environments and the stunning 3-D rendering of the native Pokémon has us snapping our fingers in anticipation.

Pokémon on Tour

The Pokémon trading card game tour kicked off at Dadeland Mall in Miami earlier this year, drawing around 5,000 Pokémon enthusiasts. Participants learned the fine art of managing this new, paper-based breed of Pokémon by going head-to-head with local masters of the popular Wizards of the Coast game. It wasn't just about the trading cards either, as many people brought their Game Boys and Game Link Cables to do battle inside the pavilion walls. The truly brave Pokémon trainers lined up to test their mettle against Team Nintendo members, who accepted all challengers. After such an impressive opening, the tour will gain steam, so be ready! Nurture your Pokémon, get a team of powerhouses into prime fighting shape, and then head to one of these malls when the tour arrives near you!

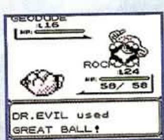


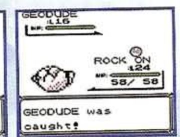
3/21	NY/NJ	Babbages	Mall at Short Hills
3/27	Boston	Electronics Boutique	Cambridgeside Galleria
3/28	Boston	Electronics Boutique	South Shore Plaza
4/10	Philadelphia	Electronics Boutique	Cherry Hill Mall
4/11	Philadelphia	Electronics Boutique	King of Prussia Plaza
4/17	Chicago	Babbages	Fox Valley Mall
4/18	Chicago	Software, Etc.	Springhill Mall
4/24	Denver	Electronics Boutique	Crossroads Mall
4/25	Denver	Electronics Boutique	Aurora Mall
5/1	Phoenix	Babbages	Metrocenter
5/2	Phoenix	Babbages	Desert Sky Mall

PokéChat

Every month we get so many questions about Pokémon that we've decided to give them their own forum. Future releases, strategy, secrets and rumors—we've got the goods on it all.

Q: Is there any easy way to catch tough Pokémon?
A: It doesn't work every time, but try throwing any kind of ball and then pressing and holding B the moment it explodes.





The enemies' endurance bar shouldn't matter, but some Pokémon, like Zapdos and Articuna, may need to be asleep for the ball to hit them.

Q: How long do I have before I have to exit the Safari Zone?
A: There's no timer. You will be kicked out after 500 steps.

Q: Will there be other Game Boy Pokémon releases in the U.S.?
A: As of now, we're expecting Pokémon Pinball to be released in June, and a Pikachu version of Game Boy Pokémon later in the year.

Q: How do I earn money after defeating all the other trainers?
A: Use Pay Day (TM 16) in the course of a battle.

Q: Is it true that they're making the Pokémon cartoon into a movie?
A: We've heard that a big-screen Pokémon is in the works, but no word yet on a release date.

Q: Can I fish anywhere besides waterways?
A: Try using any rod while standing in front of a statue in a gym.

Q: When I get a badge, the trainer tells me I can use an ability. How do I use it?
A: You must find the related HM.

Q: Will I get to fight Pokémon in Pokémon Snap?
A: Nope, but later on this year we hope to see the U.S. release of Pokémon Stadium, which should satisfy your N64 battle fever.



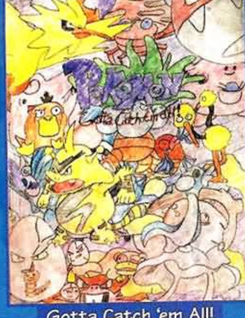


Since Pokémon Stadium will have a device to upload your Game Boy data, you'll finally get a chance to see your beloved Pokémon in all their 3-D glory.

Flying-Type Pokémon

That's right—some day soon you may be flying at 30,000 feet with an enormous Pikachu hanging outside your plane window. All Nippon Airways (ANA) already has three of these colorful planes flying their domestic routes in Japan, but they recently added a fourth to spice up American airspace.

Pokémon Gallery



Gotta Catch 'em All!
David Wensel
Sligo, PA



#25 Pikachu
David Flamm
Bainbridge Island, WA



#9 Blastoise
Sean Brooks
Poway, CA



99 Kingler
Hendrick McDonald
Brea, CA

Send questions, comments, and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA



THE CHALLENGES

DANGERS IN THE NIGHT

Go bump in the night in Activision's Nightmare Creatures to find 100% of the items and monsters in the level of your choice. Send us a photo of the stats screen, and if you scare up one of the quickest times, we'll print your achievement in Arena.

I WILL SURVIVE

Slip on your polyester leisure suit, then pick a Vigilante character (sorry, no Coyotes allowed) to blaze a disco inferno through Quest Mode. If you can score 100% in any of the missions, photograph your ranking and send it in.

EXTERMINATING CIRCUMSTANCES

Head for the mushroom fields of Game Boy's Centipede, then blast as many spiders, pests and bug segments as you can to rack up a high score. The exterminators with the most points will win the chance to infest Arena.

#1

Congratulations
Monsters : 100 %
Items : 100 %
Time : 16:29
Save Level And Continue
Password And Continue

NIGHTMARE CREATURES

#2



VIGILANTE 8

#3



CENTIPEDE

WHAT'S WRONG HERE?

We've used our special debug version of The Legend of Zelda: Ocarina of Time to do things that the final version of the game won't let you do. Can you spot what's not possible?

NP SCOREBOARD

MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

Most Homers in the Home Run Derby (Vol. 110)

Luke Barnard, Beatrice, NE	20
Jonathan Edwards, Arlington, TX	20
Tommy Karmo, Phoenix, AZ	20
Justin Pippin, Dover, DE	20
Dagan Steward, Bernardston, MA	20
Danny Thompson, Kewannee, WI	19
Win Cooke, Greensboro, NC	18
Chase Horn, Creole, LA	18
Vince Jerman III, Lincoln Park, NJ	18
Adam Polley, Burlington, ON	18
Kurt Fox, Walnut Creek, CA	17
Jason Stevens, Palmyra, PA	17
Matt Gray, Westerville, OH	15
Jim Barnocki, Toledo, OH	14
Anthony Calabria, Easley, SC	14
Carmine Russolillo, Bronx, NY	14

1080° SNOWBOARDING

Best Scores for Mountain Village (Vol. 110)

Ian Achey, Carbondale, CO	107,337
Adam Szpajda, Oshawa, ON	103,820
Matt Lopez, Northridge, CA	101,063
Benny Bernard, Monroe, GA	96,888
Jason Palmer, Flagstaff, AZ	89,224
James Allen, Wildomar, CA	76,272
Michael Yau, Pittsfield, MA	74,814
David Charpentier, Warwick, RI	53,319
Billy Brummett, Magnolia, AR	52,225
Andrew Inman, Martin, TN	50,719
Devin Siler, Rochester Hills, MI	48,782
Colin Wibby, Northeast Harbor, ME	46,050
Doug Trouette, Visalia, CA	42,190
Jim DeSantis Jr., Edwardsville, IL	42,095
Robert Hayes, Long Beach, CA	38,181
Ryan Tabar, Winnipeg, MB	36,399
Kevin Hotopp, Bluffton, IN	36,235

TRY THIS!





WRESTLERS WANTED

NP's Arena wants to throw its hat into the WWF ring by assembling a ragtag NP federation, so plug in Acclaim's WWF War Zone and create the most imaginative tough guy or gal you can. (To create a female wrestler, you must first beat Challenge using Shawn Michaels or Triple H.) Send us your creation, and if it's one of our favorites, you'll see your wrestler in an upcoming installment of Arena.

QUIZ

SPELLBOUND

The Legend of Zelda: Ocarina of Time is recognized by almost all but computer spell-checkers. Unfamiliar with the game's terminology, computers will assume many of the names used in the game are misspelled and will replace the words with similar ones from their vocabulary. Can you identify the Zelda terms our computers corrected for spelling?

1. Gored Fortress
2. Cookery Sword
3. Loin Lob Ranch
4. Dieting's Cavern
5. Furrier's Wind
6. Goon Mask
7. Dumpy's Grave
8. Airmass Statue

In Major League Baseball featuring Ken Griffey Jr., can you pitch a no-hitter without using the "no-hit pitch?"—A Twisted Challenge from Anthony Vera of San Leandra, CA

In Banjo-Kazooie's Mumbo Mountain, can you climb to the top of the termite mound without the help of Mumbo's magic?—A Twisted Challenge from Coleman Rusch of Wilmington, NC

1080° SNOWBOARDING

Best Scores for Crystal Lake (Vol. 110)

Matt Lopez, Northridge, CA	104,568
Benny Bernard, Monroe, GA	91,538
Jason Palmer, Flagstaff, AZ	77,730
Timothy Lelen, Titusville, NJ	56,209
James Allen, Wildomar, CA	54,016
Billy Brummett, Magnolia, AR	50,492
Adam Schumacher, Scandia, MN	48,403
Doug Trouette, Visalia, CA	43,518
Kevin Hotopp, Bluffton, IN	41,134
Blake Lavellee, Winnipeg, MB	40,566

Best Scores for Golden Forest (Vol. 110)

Benny Bernard, Monroe, GA	96,683
Ian Achey, Carbondale, CO	74,586
James Allen, Wildomar, CA	52,779
Daniel Yovino, Land o' Lakes, FL	51,312
Jim DeSantis Jr., Edwardsville, IL	40,390
Adam Schumacher, Scandia, MN	39,469
Kevin Hotopp, Bluffton, IN	37,085
Ryan Tabar, Winnipeg, MB	36,016

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than May 10, 1999.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 118

WHERE AM I?
Home of MTV's Real World Seattle cast

QUIZ
Pokémon (P), Star Wars (SW) or Food (F)

1. SW	2. P	3. P	4. F
5. SW	6. SW	7. F	8. P
9. F	10. SW	11. P	12. F
13. F	14. SW	15. F	16. P
17. F	18. P	19. SW	20. F
21. F	22. P	23. F	24. SW

NOW HEAR THIS!
A) Clay Fighter 63 ⅓ Clay Fighter Sculptor's Cut—Dan Castellaneta
B) South Park—Isaac Hayes
C) Star Wars: Rogue Squadron—Olivia Hussey
D) MRC
E) FIFA, 98
F) FIFA, 99
G) Wipeout 64

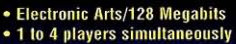
Your Power Guide To The Latest Releases April 1999

NOW PLAYING

BEETLE ADVENTURE RACING



- Electronic Arts/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 6 tracks
- Hidden vehicles



SCORES

AH-8.6

E-7.5

J-9.5

L-8.7

SP-8.6

Drivers are wanted for EA's wild ride.

GRAPHICS The areas in Beetle Adventure Racing are so big and rich in detail that they seem like entire worlds rather than the limited road tracks of other racing games. Not only do the structures and objects along the roadside look good, most of them are interactive, as well. Special effects are also generally impressive throughout the game.

PLAY CONTROL B.A.R. is one of the friendliest racing games to control on the N64. The arcade feel is supplemented with some nice sliding and braking moves. We've even seen some of our experts pulling 360° spins off the ski jump!

GAME DESIGN You can play it like a straight racer or explore every nook and cranny of the worlds. The multiplayer arenas add another type of fun and challenge.

SATISFACTION There are plenty of racing sims but precious few that do something new. B.A.R.'s closest cousin is probably Diddy Kong Racing....and that's pretty fast company.

SOUND Excellent road noise and music.

COMMENTS **Scott**–*Every racing fan should test drive it.* **Andy**–*The physics are realistic but forgiving.* **Levi**–*Beetle manages to out-Rush Rush with an incredibly addictive racer that perfectly balances speed and exploration.* **Jason**–*This is no lemon. The Battle Mode is intense. Pure fun!*



GRAPHICS=8.7 PLAY CONTROL=8.1 GAME DESIGN=8.6 SATISFACTION=8.7 SOUND=8.0

8.5 OVERALL RATING

TRIPLE PLAY 2000

- EA Sports/128 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible
- MLB and MLBPA licenses



SCORES: AH-8.1 D-7.6 SP-7.2 S-8.0 T-8.1

The boys of summer arrive for opening day on the N64.

GRAPHICS Triple Play 2000 excels in several graphics categories, including the use of dramatic camera angles, the detail of the stadium models, the realistic player animations and the crisp Diamondvision scoreboard images. It looks like a televised game.

PLAY CONTROL Most of the control functions for Triple Play are intuitive and precise, but there is also extra depth of control for hitting, running, pitching and fielding.



GAME DESIGN Triple Play 2000 features the standard fare of seasons, exhibitions, playoffs and home run challenge.

SATISFACTION Triple Play 2000 does most things well, and it feels like the real deal. The games tend to last a long time as a result of a pause that takes place while waiting for the pitch selection menu to appear before each pitch.

SOUND The excellent sound and use of voices are two of the reasons Triple Play may seem televised. The hecklers in the crowd add some humor, and the musical riffs that accompany home players on their walk to the plate are just like the ones you hear in big league parks. The programmers even included PA echoes. Awesome!

COMMENTS **Dan**—*This game has a lot going for it with the graphics and sound, but even on the Fast setting it's slow.* **Andy**—*I should buy EA Sports a card or something for the excellent base running control.*

GRAPHICS=8.2 PLAY CONTROL=7.2 GAME DESIGN=7.8 SATISFACTION=7.8 SOUND=8.0

7.8 OVERALL RATING

GOEMON'S GREAT ADVENTURE

- Konami/128 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- 6 stages

SCORES: AH-6.9 J-8.3 L-8.0 SP-7.9 S-7.7

Goemon returns in a 2½-D delight!

GRAPHICS Calling the game 2½-D doesn't mean that something is missing—it just means that the graphics scroll. In fact, the prerendered backgrounds in the second N64 Goemon title look great, and the towns are in true 3-D.

PLAY CONTROL Goemon and his friends each have different moves. Jumping, throwing and hitting all feel quick and precise—just what you want in an action platform game.



GAME DESIGN Konami takes a lot of chances with its Goemon games, but they tend to pay off with quality game play. In this version, the variety includes platform action with four-characters, a two-player mode, giant robots and even a 3-D adventure element.

SATISFACTION Fans of Japanese animation and diehard Goemon backers, are due for a treat. Yes, the story is a weird mix of sci-fi, Japanese culture and superheroes, but it seems perfectly suited to the game. And the game is full of action and variety.

SOUND The music is perky and well suited to the game. The voices are in Japanese (with English subtitles) which gives the game another cultural touchstone.

COMMENTS **Scott**–*This one popped up out of the blue, but it's worth a look.* **Levi**–*This game radiates personality, and the level and character design are excellent.* **Jason**–*Finally, a sidescroller done right on the N64.*

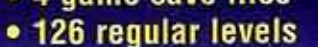
GRAPHICS=7.8 PLAY CONTROL=7.8 GAME DESIGN=7.7 SATISFACTION=7.8 SOUND=7.3

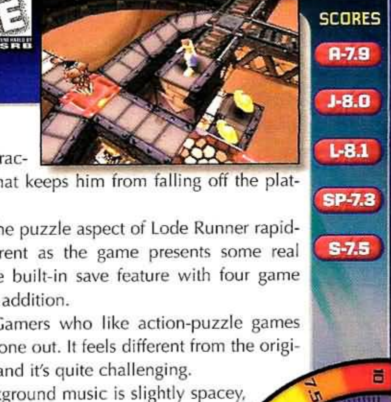
7.7 OVERALL RATING



LODE RUNNER 3-D

- Infogrames/64 Megabits
- 1 player
- Rumble Pak compatible
- 4 game save files
- 126 regular levels





SCORES

A-7.9

J-8.0

L-8.1

SP-7.3

S-7.5



Lode Runner heads into 3-D space.

GRAPHICS The most radical part of this N64 addition to the Lode Runner family is the use of 3-D graphics and game areas. Big Bang Software created a slightly cartoonish look for the futuristic planets where the new Lode Runner goes for the gold. The 3-D graphics add to the puzzle element—and sometimes to the confusion.



PLAY CONTROL As with the original Lode Runner, play control is limited. The game may look like an action game, but it's more of an action-puzzle game with lots of restrictions on movement. For instance, the character is on a track that keeps him from falling off the platforms.

GAME DESIGN The puzzle aspect of Lode Runner rapidly becomes apparent as the game presents some real mind-benders. The built-in save feature with four game files is a welcome addition.

SATISFACTION Gamers who like action-puzzle games should check this one out. It feels different from the original Lode Runner, and it's quite challenging.

SOUND The background music is slightly spacey, and the sound effects, although limited, tend to be fitting.

COMMENTS **Scott**–*The graphics don't do much for me, but the challenge is out of this world.*



7.7 OVERALL RATING

GRAPHICS=7.2 PLAY CONTROL=7.2 GAME DESIGN=8.2 SATISFACTION=8.2 SOUND=7.6



MLBPA BOTTOM OF THE 9TH

- Konami/128 Megabits
- 1 to 4 players simultaneously
- Controller Pak compatible
- MLBPA license
- Scenario mode

SCORES

A-6.7

D-7.6

SP-7.5

S-7.5

T-8.2

Konami takes the mound in the bottom of the ninth.

GRAPHICS Bottom of the 9th doesn't dazzle like the other baseball games in the lineup for '99, but graphics aren't everything. The camera angles are well-chosen and most of the elements such as the pitching and batting interfaces are easy to understand. The outfielders are tiny, which leads to collision detection problems when trying to field ground balls.

PLAY CONTROL Pitching and batting are quite intuitive, and yet there's enough degree of control to confound batters or hit with power. Fielding is less intuitive because of the collision problem noted above. Menu controls are easy to navigate.

GAME DESIGN Konami borrowed a number of elements from its Japanese baseball series. The result is more of an arcade feel than a sim. The Scenario and Training Modes are nice additions.

SATISFACTION The absence of the MLB license is unfortunate, but at least the players are in the game. Serious baseball fans might find this game simplistic, but casual gamers will find it easy to play and fun.

SOUND The announcing seems muted.

COMMENTS **Dan**–*Uses the awesome Powerful Pro baseball hitting and pitching system. That alone is worth the price of admission.* **Scott**–*Fast games and very good control, and the graphics aren't really that bad.*

7.5 OVERALL RATING

GRAPHICS=7.2 PLAY CONTROL=7.8 GAME DESIGN=7.6 SATISFACTION=7.6 SOUND=6.6

NBA IN THE ZONE '99

- Konami/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- NBA and NBAPA licenses

EVERYONE E ESRB



SCORES
A-7.5
E-5.4
SP-6.5
S-7.0
T-7.9

Konami is back in the zone.

GRAPHICS Like most sports games these days, In the Zone '99 tries to give a televised look and feel to the game, and in most aspects it succeeds. The replay option that is supposed to replay big plays automatically actually replays almost everything. Konami's options for customizing camera angles and zooms are a nice addition.

PLAY CONTROL In general, Zone has decent control. The quick pass option, which uses the R Button and C Buttons to select passing targets, is easy to use and useful. Other nice moves include the fadeaway jumper, the dash and the pick-and-roll. Zone gets a major violation for its poor play selection control, however.



GAME DESIGN Zone '99 includes exhibition, season, play-offs, and 3-point shootout modes and four-player options. The AI leaves something to be desired. CPU-controlled players tend to make most shots no matter what.

SATISFACTION Overall, the game is fairly realistic and fun but challenging. The 3-point contest is a disappointment, and the replay idea wasn't done very well.

SOUND The play-by-play is kept to a minimum so it isn't intrusive and the music is fitting.

COMMENTS **Scott**–*I liked some of the moves a lot, but I'd like better control of play selection.* **Andy**–*The rosters don't reflect the post lockout feeding frenzy.*

GRAPHICS=7.0 PLAY CONTROL=7.0 GAME DESIGN=7.0 SATISFACTION=6.4 SOUND=7.0

6.9 OVERALL RATING

MICRO MACHINES 64 TURBO

- Midway/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible

EVERYONE E ESRB



SCORES
A-7.4
D-6.1
J-3.5
L-3.1
S-4.1

Micro madness from Midway.

GRAPHICS Overall, Micro Machines presents a colorful face. The detail of the miniature worlds is very good, but the overhead perspective makes it difficult to see upcoming turns, and that affects play control.

PLAY CONTROL Play control is difficult because of the awkward, overhead camera position.

GAME DESIGN Micro Machines features tons of play modes for one or more players, including tournaments, time trials, challenges and party games. The courses vary widely in appearance, but the actual driving experience is similar on most tracks. Players will also find lots of characters, options, skill levels and even battle races.

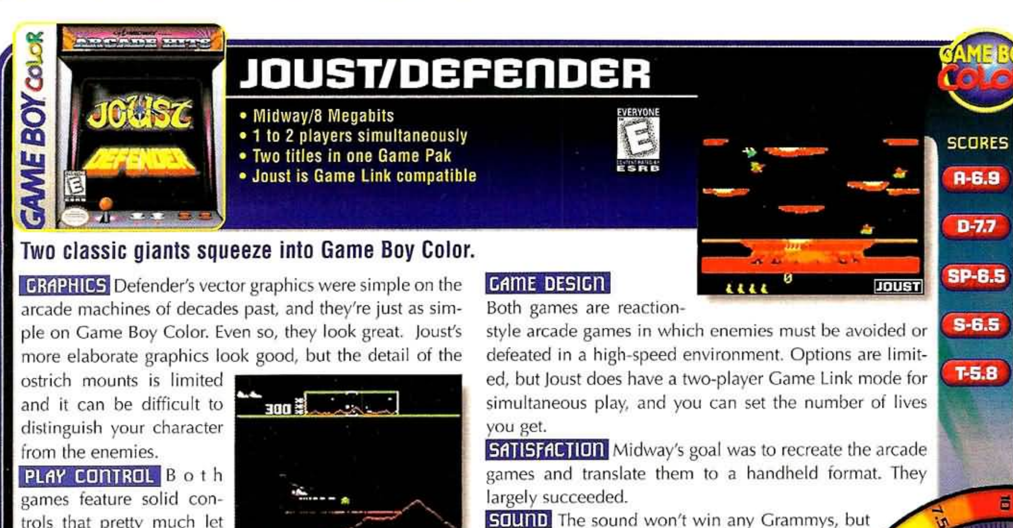
SATISFACTION For a game that features so many multiplayer options, the interface of Micro Machines is surpisingly unsuited to multiplayer sessions. Every time one car lags behind the pack or crashes, the entire game stops while the offending car blows up.

SOUND Mostly annoying.

COMMENTS **Scott**—*An unforgiveably bad multiplayer engine and awful camera angles.* **Jason**—*Not even microscopically fun.* **Levi**—*Some of the tracks are well thought out, but the multiplayer mode is atrocious.* **Andy**—*I like goofy games like this, but the dorky characters are embarrassing.*

GRAPHICS=5.0 PLAY CONTROL=4.3 GAME DESIGN=5.0 SATISFACTION=3.8 SOUND=5.0

4.6 OVERALL RATING



JOUST/DEFENDER

GAME BOY COLOR

- Midway/8 Megabits
- 1 to 2 players simultaneously
- Two titles in one Game Pak
- Joust is Game Link compatible

EVERYONE E ESRB

Two classic giants squeeze into Game Boy Color.

GRAPHICS Defender's vector graphics were simple on the arcade machines of decades past, and they're just as simple on Game Boy Color. Even so, they look great. Joust's more elaborate graphics look good, but the detail of the ostrich mounts is limited and it can be difficult to distinguish your character from the enemies.

PLAY CONTROL Both games feature solid controls that pretty much let you do everything you could do in the original arcade game. The version of Joust is just a bit twitchier than it should be and Defender seems slightly slow. In both cases, though, players will adapt quickly.

DEFENDER

GAME DESIGN Both games are reaction-style arcade games in which enemies must be avoided or defeated in a high-speed environment. Options are limited, but Joust does have a two-player Game Link mode for simultaneous play, and you can set the number of lives you get.

JOUST

SATISFACTION Midway's goal was to recreate the arcade games and translate them to a handheld format. They largely succeeded.

SOUND The sound won't win any Grammys, but it's perfectly acceptable for Game Boy.

COMMENTS **Scott**–*I thought Defender worked very well, but Joust just didn't fit on the small screen.* **Andy**–*Joust doesn't look as cool as it does in the arcade.*

SCORES: A-6.9, D-7.7, SP-6.5, S-6.5, T-5.8

GRAPHICS=6.2 PLAY CONTROL=6.8 GAME DESIGN=6.6 SATISFACTION=7.2 SOUND=6.2

6.7 OVERALL RATING

SPY HUNTER/MOON PATROL

GAME BOY COLOR

- Midway/8 Megabits
- 1 to 2 players alternately
- Game Link compatible
- 2 games in one Game Pak

EVERYONE E ESRB

Fast blasts from the past on Game Boy Color.

GRAPHICS This Arcade Hits package contains two of the best recreations of classic games to be found on Game Boy Color or any system. Spy Hunter features fairly sophisticated, vertically scrolling graphics that do justice to the arcade version. Although they feature less detail, the graphics in Moon Patrol also look sharp and are an excellent representation of the original game.

MOON PATROL

PLAY CONTROL The controls for both games feel solid and responsive. In Moon Patrol, there's even a bit of variety with two control options for making the buggy jump.

SPY HUNTER

GAME DESIGN Both games are shooters, but they approach the genre in different ways. Spy Hunter scrolls vertically and presents lots of non-target vehicles so players have to identify valid targets. In Moon Patrol, everything is a target, but there are other hazards to contend with, such as rocks and craters.

SATISFACTION These games not only bring home the fun of the arcade games, but they prove that a game's design and graphics don't have to be elaborate to be fun.

SOUND The sound tracks are derived from the original games with some success.

COMMENTS **Scott**–*Sometimes simple is best. This is a great two-game pak.* **Dan**–*Spy Hunter is good but loses a little on Game Boy Color.*

SCORES: A-6.6, D-6.8, SP-7.4, S-6.5, T-6.2

GRAPHICS=5.8 PLAY CONTROL=7.0 GAME DESIGN=6.4 SATISFACTION=7.6 SOUND=6.0

6.7 OVERALL RATING

GAME BOY COLOR

RAMPAGE WORLD TOUR

- Midway/8 Megabits
- 1 player
- 100 city stages
- 2 difficulty levels

EVERYONE E CONTENT RATED BY ESRB

GAME BOY COLOR

SCORES

A-6.2

L-5.4

SP-5.8

S-7.3

T-5.1

City-stomping madness comes to Game Boy Color.

GRAPHICS The look and feel of the original World Tour has been recreated on Game Boy Color. The buildings and main monsters look great, and the people, although small, still scream and try to run away. One thing that has changed is that buildings don't crumble as much as in the N64 version. Instead, holes form in all the destruction areas and then the building vanishes.

PLAY CONTROL George, Lizzie and Ralph can punch, stomp, grab, climb and jump like nobody's business.

GAME DESIGN The city demolition stages are separated by simple bonus stages to add to the variety, but basically Rampage is about one thing—mindless destruction. A password would have been a nice feature since the game features 100 stages in all.

SATISFACTION A lot of the fun of the arcade and N64 Rampage games was the multiplayer aspect. That's missing from the Game Boy Color version.

SOUND A melodramatic musical score adds to the mock monster mayhem, and the sound effects aren't bad, either.

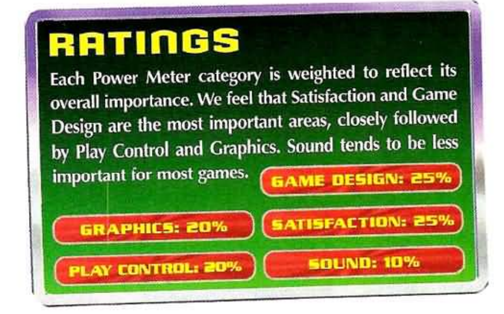
COMMENTS **Levi**–*Rampage is a three-button game and Game Boy has two buttons. Hmm...* **Andy**–*I'm down with eating people, but even that can get boring after awhile. Punch, munch, punch, munch.* **Todd**–*A good translation to GBC, but still not very exciting.* **Jason**–*What comes across as fun on the N64 becomes tedious.*

GRAPHICS=6.3 PLAY CONTROL=5.7 GAME DESIGN=5.7 SATISFACTION=5.8 SOUND=5.5

5.8 OVERALL RATING











The Power is with you!

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

ARMY MEN: SARGE'S HEROES



3DO is on the march.

CONKER'S POCKET TALES



A Rare gem for Game Boy Color.

ALL-STAR BASEBALL 2000



A pitcher is worth a thousand words.

DUKE NUKEM

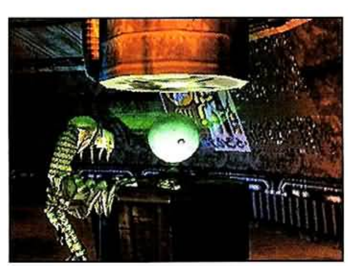


Carnage on the small screen.

STAR WARS: EPISODE I: RACER UNVEILED FOR THE N64

When George Lucas's *Star Wars* epic resumes this May with the release of *Star Wars: Episode I The Phantom Menace*, movie-goers will be introduced to the death-defying thrills of Podracing with Anakin Skywalker. A few days later, N64 players will experience the same excitement at home with *Star Wars: Episode I: Racer* from LucasArts Entertainment Company LLC. We hope you enjoy the first screenshots ever published of this spectacular game.

In that distant galaxy long ago, Podracing was one of the most dangerous and exciting sports ever devised. On remote worlds such as Tatooine, giant engines were built from the remains of wrecked starships, fitted with suspensor lifts and attached by controller cables to a trailing cockpit. Drivers had to maneuver both engines at the same time as they flew through twisting, gut-wrenching courses cut through the badlands and sometimes through the bowels of alien cities. Picture Roman chariots flying around the Circus Maximus at about 500 miles per hour and you'll have an inkling of what Podracing is all about. LucasArts' *Episode I: Racer* for the N64 will bring the blistering speed of the movie race scenes into your home with high-res graphics, dozens of tracks, dynamic lighting and sound, and an all new racing experience.









Visit the Podracer bay to get a close-up of the vehicles. Players can rotate and zoom the camera to see if repair droids are doing a good job.







On Aquilaris, the track dives under the oceans in tunnels of glass and steel. Each host planet has several different courses through similar terrain.

Invasion of the Podracers

Here at Pak Watch, we've had the opportunity to play an early version of the game, which will be ready for release by the end of May. In addition to young Anakin Skywalker from the movie, players will race with the evil Sebulba and new characters including Ebe Endocott, Dud Bolt and Elan Mak—some of the finest Podracer pilots in the galaxy. The racers will move from planet to planet, vying for prize money, which they use to buy a wide assortment of high-tech components and gadgetry to improve their vehicles. Several races take place on each of the main planets, including frozen Ando Prime, the water planet Aquilaris, the rocky moon of Oovo IV and Anakin's homeworld of Tatooine. LucasArts has created vast courses—many take up to four minutes per lap—filled with white-knuckle, hairpin corners and hazards ranging from narrow canyons to yawning gulfs. *Episode I: Racer* will also support the Rumble Pak, Expansion Pak and Controller Pak for saving built-up vehicles that players can take to their friends' houses. Like all LucasArts *Star Wars* games, *Episode I: Racer* uses the movie as its starting point and goes on to explore new realms of the *Star Wars* universe. It's a universe you won't want to miss.



Winnings are best spent on upgrades for the vehicle. Cheap used parts can be had in a junkyard while better parts are for sale in this shop.



Oovo IV provides a dramatic backdrop for the Podracing circuit. Lighting effects such as lens flares and glows make every track come alive.

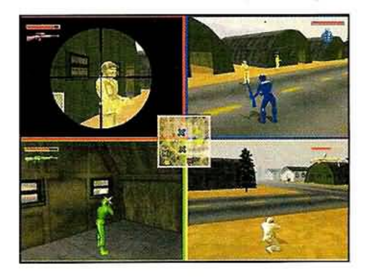
Do you dream of being a Jedi?

Pak Play

Hands-on previews of upcoming games.

3DO'S ARMY MEN SET TO INVADE N64

Green plastic army men have been the fodder of rec room wars and backyard battles for decades, but soon they'll become stars, thanks to a new N64 game from 3DO. Army Men: Sarge's Heroes puts a face behind the plastic mold and creates an entire world where plastic figures rule. Recently, your Pak Watch editor visited the development team and got a hands-on demonstration of the new game and these exclusive first screen shots.



Trip's Troops

Trip Hawkins, president of 3DO, told us that he hopes to turn the faceless figures into fully imagined characters in this all-new N64 game. The namesake of the game is Sarge, the squad leader and the character you control. Other characters include Scorch, the flamethrower guy, who is sort of psychotic, Shrap, the mortar guy, a plastic surfer dude, and Hoover, the extremely nervous minesweeper.

On Maneuvers

When Plastro (leader of the evil tan army men) discovers a series of portals leading from the plastic army men world to a planet called Earth, he begins transporting evil objects to be used against the green army men—things like magnifying glasses to melt them and garbage disposals to chew them up. In 14 missions, Sarge must complete objectives, combat tan army troops and close the dreaded portals. Although essentially a shooter similar to GoldenEye, Sarge's Heroes has more of an adventure feel beacuse of the open stages and third-person perspective. There's also an incredible multiplayer game and a simple one-button control option similar to the option in BattleTanx. At 50% completion, Sarge's Heroes already looks brilliant, but by September when it is ready for release, it could well be a masterpiece.







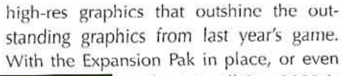


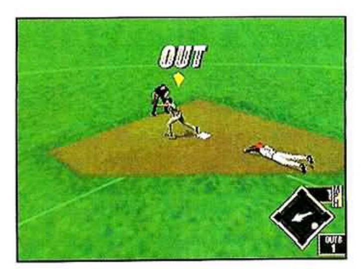


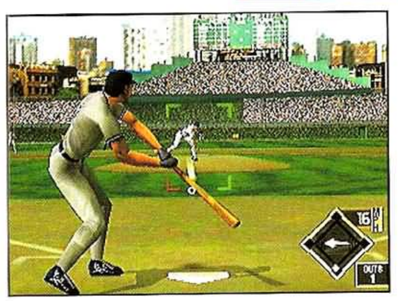


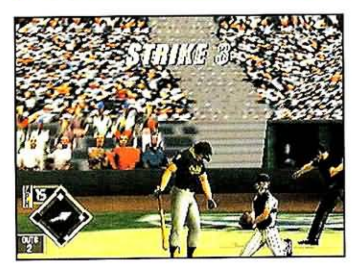
ANOTHER ALL-STAR FROM ACCLAIM?

If the two baseball reviews in this issue weren't enough of a clue, the appearance of Acclaim's All-Star Baseball 2000 in Pak Watch should leave you with out a doubt. That's right—it's baseball season! The second N64 version of All-Star, which Acclaim hopes to release in April, includes second generation high-res graphics that outshine the outstanding graphics from last year's game. With the Expansion Pak in place, or even without it, All-Star 2000 is simply stunning. Game Play changes include a new batting control, which, although realistic, will prove a real challenge for N64 batters. There's also a new instant replay option and four-player support. The create-a-player option is extensive, allowing you to determine everything about your fantasy player from his name to whether or not he wears sunglasses. You can even select from 82 batting stances. All-Star 2000 may have the features to make it the ultimate baseball simulation, but you'll have to check back next month to see how Power rates the game play.









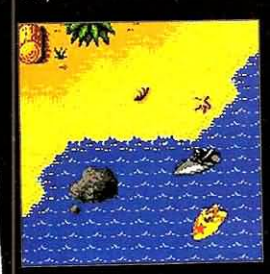
CONKER CONQUERS GAME BOY COLOR

At long last the colorization of Conker's Pocket Tales is coming to an end, and that's good news for Game Boy Color owners. Conker will be the biggest new adventure for the color handheld system to date. It will also feature a black and white version for owners of older Game Boys and Game Boy Pockets. Next month Power will preview Rare's classy, overhead adventure, but this month we'll just let you dream about it.















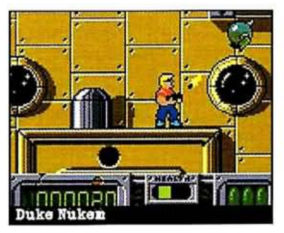
conk-er n 1. a horse chestnut 2. a Rare squirrel

Pak Peeks

What's breaking in the world of games.

Duke Gets Small

How do you pack all the action of Duke Nukem into a Game Boy Color game? It wasn't easy, but as these screenshots show, GT Interactive managed to pull it off. Duke Nukem for Game Boy Color includes 16 action stages featuring tons of blasting with a cool arsenal of blasters, lasers, cannons and flame-throwers. There's even a dogfight



Duke Nukem



Duke Nukem



Duke Nukem

between space shuttles. Duke himself will be able to flip, crouch, run and pull himself hand-over-hand across pipes, chains and ropes. The trademark irreverent asides haven't been left out, either, or the need to feed—in this game, Duke chows down on a balanced diet of soda and turkeys. And best of all, the vibrant graphics really make use of the palettes in Game Boy Color. GT Interactive hopes to release the diminutive Duke by the end of April, although we suspect it may not appear until May.

Craving Fighting Force 64

What ever happened to Fighting Force 64 from Eidos? If you've been wondering about the no-show from last fall, wonder no more. Crave Entertainment has stepped into the breach and will release the scrolling, 3-D brawler this month. The game is the same as the one reviewed in Power back in November, 1998, except the publisher logo has been changed. So why did Eidos get cold feet about publishing the game themselves? Apparently it was a matter of marketing and distribution. Fortunately, Crave has recognized the cool factor in this game, and they definitely have what it takes to bring the fight home.

The Classics on Game Boy Color

In addition to Super Mario Bros. coming to Game Boy Color, gamers can expect to see the triumphant return of more classic NES games in the months ahead. Nintendo is putting the final touches on R-Type Plus. (R-Type was one of the best space shooters of all time in case you missed it.) Capcom also plans on releasing Game Boy Color versions of 1942 and Ghosts & Goblins, two more NES hits from the early days. Other titles based on classic games include Black Bass Lure Fishing and Monopoly from Majesco. Both are dual Game Paks so they can be played on original Game Boys or in color.



Monopoly

Harrier 2001 on the Rise

Video System's Harrier 2001 combat airplane simulation is on final approach for a four-point landing this July, just in time to



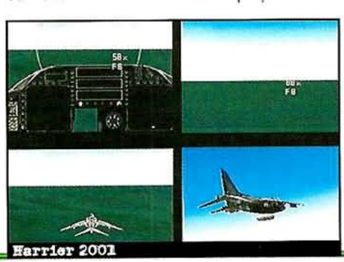
Harrier 2001

stun North American sim gamers. The graphics for this realistic fighter sim are the best in this category on any video game console. Once again the team of Video



Harrier 2001

System and Paradigm Entertainment (who brought Aerofighters Assault and F-1 World Grand Prix to the N64) has raised the bar for simulations. Not only do the satellite-textured landscapes look good enough to bomb, the game includes over 50 explosive combat missions and a multiplayer mode.



Harrier 2001

COMING SOON

(At this date, the programmers aren't sure if the multiplayer game will be for two or four players.) There's even an intriguing story that links the missions into one dramatic campaign against an implacable terrorist enemy, The Brotherhood. With all the drama and super-realism in this game, it should appeal to a wide range of sim and action gamers.

N64 News Update

Game development on the N64 continues to heat up. One of the latest announcements comes from Redstorm, the PC game developer headed by best-selling author Tom Clancy. Redstorm is working on an N64 version of Rainbow Six with Saffire Corporation in Salt Lake City. The game is a shooter, but with lots of plot, tactics and strategy. Players lead a counter-terrorist squad. First, they plan the mission on a 3-D map, then they execute it in real-time. Oh, yeah, and unlike most shooters, one shot counts. Redstorm hopes to have Rainbow Six ready to strike by next fall.

RPG fans will be happy to hear tnat Ogre Battle 3 is now scheduled for release in October. The word is that the English translation will begin shortly. In further Nintendo news, Mario Golf will be released in two forms, one for the N64 and one for Game Boy Color. We'll have more on this title next month along with the full E3 lineup of more than 20 new games from Nintendo of America.

Ubi Soft has announced that the caped crusader is headed for the N64. Batman & Robin, based on the animated series, joins Ubi Soft's growing library of titles. It will be released next year. Here's an updated release schedule from Ubi: Ray Man 2 is now scheduled for release in August or September, Tonic Trouble in June, Monaco Grand Prix should appear in June, and Hype: the Time Quest should arrive in the early months of 2000.

THQ has announced that work is underway on a new N64 RPG called Nomen Quest from H2O, the developers of Tetrisphere. The company also reports that Nuclear Strike and Road Rash are progressing very fast and should be ready for late summer or fall release. Wrestling fans will also be happy to hear that although THQ may have lost the WCW license, they have picked up the WWF license and are already working on a new WWF game.

WWF Attitude



Acclaim

Barbie Ocean Discovery



Mattel

Caesars Palace 2

Interplay

All-Star Tennis



Ubi Soft

Pokémon Snap



Nintendo

Jet Force Gemini



Rare

RELEASE FORECAST

NINTENDO 64

A BUG'S LIFE	SUMMER '99
AIR BOARDIN' USA	SPRING '99
ALL-STAR BASEBALL 2000	SPRING '99
ALL-STAR TENNIS	SPRING '99
ARMY MEN: SARGE'S HEROES	FALL '99
B.A.S.S. 64	FALL '99
BLITZ 2000	FALL '99
CARMAGEDDON II	FUTURE
COMMAND & CONQUER 3-D	SUMMER '99
DONKEY KONG 64	FUTURE
EARTHBOUND 64	FUTURE
EARTHWORM JIM 3D	FUTURE
F-1 WORLD GRAND PRIX	SUMMER '99
GAUNTLET: LEGENDS	SUMMER '99
HARRIER 2001	FUTURE
HARVEST MOON 64	SUMMER '99
HYBRID HEAVEN	FUTURE
HYDROTHUNDER	FALL '99
JET FORCE GEMINI	SUMMER '99
JUNGLEBOTS	FUTURE
KEN GRIFFEY JR.'S SLUGFEST	SPRING '99
LEGO RACERS	SUMMER '99
LODE RUNNER 64	SPRING '99
MARIO GOLF	SUMMER '99
MK SPECIAL FORCES	FALL '99
MONACO GRAND PRIX	SUMMER '99
MONSTER TRUCK RALLY	FUTURE
NOMEN QUEST	FUTURE
NUCLEAR STRIKE	SUMMER '99
OGRE BATTLE 3	FALL '99
PERFECT DARK	FUTURE
POKéMON SNAP	SUMMER '99
POKéMON STADIUM	FALL '99
QUAKE II	SPRING '99
RAINBOW SIX	FALL '99
RAT ATTACK	FUTURE
RAYMAN 2	SUMMER '99
ROAD RASH	SUMMER '99
ROADSTERS '98	FALL '99
RUGRATS	SUMMER '99
SHADOWGATE: TRIAL OF THE FOUR TOWERS	SUMMER '99
SHADOW MAN	SUMMER '99
SUPER SMASH BROS.	SPRING '99
STARCRAFT	SUMMER '99
STAR WARS: EPISODE I: RACER	SPRING '99
SUPERMAN	SUMMER '99
TONIC TROUBLE	SPRING '99
TWELVE TALES: CONKER 64	FUTURE
VRALLY	SUMMER '99
WILD METAL COUNTRY	FUTURE
WINBACK	SUMMER '99
WORLD DRIVER CHAMPIONSHIP	SUMMER '99
WWF: ATTITUDE	SUMMER '99
XENA: WARRIOR PRINCESS	FALL '99

GAME BOY COLOR

1942	FUTURE
ALL-STAR BASEBALL 2000	SPRING '99
BARBIE OCEAN DISCOVERY	SPRING '99
BLACK BASS LURE FISHING	SPRING '99
CONKER'S POCKET TALES	SPRING '99
CRYSTALIS	FALL '99
DÉJÀ VU 2	FUTURE
GHOSTS & GOBLINS	FUTURE
KEN GRIFFEY JR.'S SLUGFEST	SUMMER '99
MARIO GOLF	SUMMER '99
MONOPOLY	SPRING '99
POKéMON PINBALL	SUMMER '99
POKéMON YELLOW	FUTURE
PRINCE OF PERSIA	SPRING '99
R-TYPE PLUS	SUMMER '99
ROADSTERS '99	FALL '99
RUGRATS MOVIE	SPRING '99
SILICON VALLEY	FUTURE
SPAWN	FUTURE
SPY VS. SPY	SPRING '99
SUPER MARIO BROS.	SPRING '99
TOP GEAR POCKET	SPRING '99
WICKED SURFING	SPRING '99
YODA STORIES	SPRING '99

* GAME BOY (B&W)
† GAME BOY COLOR ONLY

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 118 (Mar. '99): Tonic Trouble, Vigilante 8, Castlevania Review–Part 3, Duke Nukem: Zero Hour, Chameleon Twist 2, California Speed, NHL Blades of Steel '99, Rampage 2: Universal Tour, NBA One-on-One, Nintendo Power Awards Nominees, Command and Conquer Preview, Pokémon Hits the Deck, Logical, Power Quest.

Volume 117 (Feb. '99): Mario Party, WCW Nitro, The Legend of Zelda: Ocarina of Time Review–Part 3, Pokémon Link Cable Special, Penny Racers, Castlevania Review–Part 2, Snowboard Kids 2, Beetle Adventure Racing Preview, Hexcite, Vigilante 8 Preview, Turok 2 (GB), The Legend of the Sea King, Shadowgate Classic, Rayman 2 Preview.

Volume 116 (Jan. '99): Predictions for 1999, Castlevania, South Park, BattleTanx, Turok 2, FIFA '99, Nightmare Creatures, Fox Sports College Hoops '99, Charlie Blast's Territory, NBA Jam '99, NHL Breakaway, The Legend of Zelda: Link's Awakening DX, Carrot Crazy, Montezuma's Return, Gex: Enter the Gecko, ODT Preview, Shadowgate 64 Preview.

Volume 115 (Dec. '98): *Star Wars:* Rogue Squadron, The Legend of Zelda: Ocarina of Time Strategy Review–Part 2, Body Harvest–Part 2, NBA Live '99, Rush 2, Magical Tetris, Top Gear Overdrive, Virtual Pool 64, Golden Nugget 64, Quest for Camelot, BattleTanx Preview, Castlevania Preview, Game Boy Color Starting Lineup Special.

Volume 114 (Nov. '98): The Legend of Zelda: Ocarina of Time Strategy Review, Game Boy Color Special, Body Harvest, Glover, Buck Bumble, *Star Wars:* Rogue Squadron, S.C.A.R.S., NHL '99, Fighting Force, Wipeout 64, Extreme-G 2, Banjo-Kazooie Review–Part 3, Superman Preview.

Volume 113 (Oct. '98): Turok 2, Silicon Valley, Twisted Edge, NFL Quarterback Club/Madden NFL '99, Bomberman Hero Part 3, WCW/nWo Revenge, European Development Special, Buck Bumble, Fighting Force, The Legend of Zelda: Ocarina of Time, Mulan, NASCAR '99.

Volume 112 (Sept. '98): F-Zero X, Gex 64, Bomberman Hero Part 2, Mission: Impossible, Cruis'n World, Blitz, Knife Edge, Deadly Arts, The Legend of Zelda: Ocarina of Time, Wipeout 64, NASCAR '99, WinBack.

Volume 111 (Aug. '98): Bomberman Hero Part 1, GT 64 Championship Edition, Waialae Country Club: True Golf Classics, F-1 World Grand Prix, Flying Dragon, ISS '98, WWF War Zone (GB), Turok 2 Preview, Gex 64 Preview, Special: Nintendo Power Online Update, Kobe Bryant in NBA Courtside Basketball Camp, Exclusive Interview with Miyamoto.

Volume 110 (July '98): WWF War Zone, Banjo-Kazooie Review Part 2, Mortal Kombat 4, Chopper Attack, Harvest Moon (GB), Mission: Impossible, Mike Piazza's Strike Zone, Quest 64, Bust-A-Move 2, All-Star Baseball '99 (GB), F-Zero X Preview, Special: Nintendo Power Looks Back.

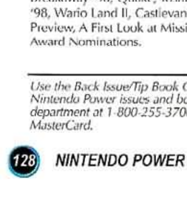
Volume 109 (June '98): Banjo-Kazooie, FIFA World Cup '98, Bio Freaks, All-Star Baseball '99, Forsaken 64, Offroad Challenge, Game Boy Camera, ISS Soccer (GB), Mortal Kombat 4, E3 '98 Report, World Grand Prix, Chopper Attack.

Volume 108 (May '98): Major League Baseball featuring Ken Griffey Jr., Banjo-Kazooie Preview, Pokémon Special, 1997 Nintendo Power Awards Results, Forsaken 64, Iggy's Reckin' Balls, Quake, Bomberman GB, Harvest Moon (GB), Brain Drain, Flying Dragon Preview, Offroad Challenge, Mickey Mouse Magic Wands!

Volume 107 (April '98): Kobe Bryant in NBA Courtside, Deadly Arts, Virtual Chess, Quake Review Part 2, 1080° Snowboarding, Wetrix, Mystical Ninja Starring Goemon (GB), Legend of the River King, MLB Featuring Ken Griffey Jr., N64 Player's Choice Games, Iggy's Reckin' Balls Preview, Game Boy Camera and Printer, Foolish April News Briefs.

Volume 106 (March '98): 1080° Snowboarding, Rampage, NHL Breakaway '98, Quake, Yoshi's Story Continued, NBA in the Zone '98, Wario Land II, Castlevania Legends, Bust-A-Move 2, Quest Preview, A First Look at Mission: Impossible, Nintendo Power Award Nominations.

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Coming Next Issue...

Volume 120, May 1999

E3 is the video game industry's runway, where developers show off their latest games and upcoming releases. And Nintendo Power is ready to give you a behind-the-scenes preview of all the hot games that are in the works for your N64 and Game Boy! Count on seeing the latest from Rare and a racing game based a movie you might have heard something about lately—it's called *Star Wars: Episode 1*.







POKéMON SNAP (N64)

CONKER'S POCKET TAILS (GAMEBOY)

SHADOWGATE: TRIAL OF THE FOUR TOWERS



Shadowgate Classic chilled your Game Boy Color to the bone, and now this engrossing RPG is about to take over your N64. In next issue's review we'll have strategies to help you run the gauntlet!

Ken Griffey Jr.'s SLUGFEST



Hear the crack of Griffey's bat hitting another grand slam in this update to last year's ninth-inning favorite. Our exclusive preview has all the info you need to tide you over until this baseball great steals home.



We asked for your opinion, and you let us hear loud and clear which games from 1998 deserved to be honored in the Nintendo Power Awards. Be sure to check the next issue to see if your fave went home with the gold or was left out in the cold.

N64

1. AeroFighters Assault
2. AeroGauge
3. All-Star Baseball '99
4. Automobili Lamborghini
5. Banjo-Kazooie
6. Battle Tanx
7. Beetle Adventure Racing
8. BioFreaks
9. Blast Corps
10. Blitz
11. Body Harvest
12. Bomberman Hero
13. Bomberman 64
14. Buck Bumble
15. Bust-A-Move 2
16. California Speed
17. Castlevania
18. Chameleon Twist
19. Chameleon Twist 2
20. Charlie Blast's Territory
21. Chopper Attack
22. Clay Fighter 63 1/3
23. Cruis'n USA
24. Cruis'n World
25. Dark Rift
26. Deadly Arts
27. Diddy Kong Racing
28. Doom 64
29. Dual Heroes
30. Duke Nukem 3-D
31. Duke Nukem: Zero Hour
32. Extreme-G
33. Extreme-G 2
34. F-1 Pole Position 64
35. F-1 World Grand Prix
36. F-Zero X
37. FIFA '99
38. FIFA Road to World Cup '98
39. FIFA Soccer 64
40. Fighter's Destiny
41. Fighting Force 64
42. Flying Dragons
43. Forsaken
44. Fox Sports College Hoops '99
45. Gex 64: Enter the Gecko
46. Glover
47. Goemon's Great Adventure
48. Golden Nugget
49. GoldenEye 007
50. GT 64 Championship Edition
51. Hexen
52. Iggy's Reckin' Balls
53. International Superstar Soccer '98
54. International Superstar Soccer 64
55. Jeopardy!
56. Killer Instinct Gold
57. Knife Edge
58. Kobe Bryant in NBA Courtside
59. The Legend of Zelda: Ocarina of Time
60. Lode Runner 3D
61. Mace the Dark Age
62. Madden '99
63. Madden 64
64. Magical Tetris Challenge featuring Mickey
65. Mario Kart 64
66. Mario Party
67. Mike Piazza's Strike Zone
68. Milo's Astro Lanes
69. Mischief Makers
70. Mission: Impossible
71. MLB featuring Ken Griffey Jr
72. MLBPA Bottom of the 9th
73. Mortal Kombat 4
74. Mortal Kombat Mythologies: Sub-Zero
75. Mortal Kombat Trilogy
76. Multi Racing Championship
77. Mystical Ninja Starring Goemon
78. Nagano Winter Olympics '98
79. NASCAR '99
80. NBA Hangtime
81. NBA In the Zone '98
82. NBA In the Zone '99
83. NBA Jam '99
84. NBA Live '99
85. NFL Quarterback Club '98
86. NFL Quarterback Club '99
87. NHL Blades of Steel
88. NHL Breakaway '98
89. NHL Breakaway '99
90. NHL '99
91. NHLPA and NHL Present Gretzky's 3-D Hockey '98
92. Nightmare Creatures
93. O.D.T.
94. Off-road Challenge
95. Olympic Hockey Nagano '98
96. Penny Racers
97. PilotWings 64
98. Quake
99. Quest 64
100. Rampage Universal Tour
101. Rampage World Tour
102. Robotron 64
103. Rush 2
104. San Francisco Rush: Extreme Racing
105. S.C.A.R.S.
106. Snowboard Kids
107. Snowboard Kids 2
108. South Park
109. Space Station Silicon Valley
110. Star Fox 64
111. Star Soldier: Vanishing Earth
112. Star Wars: Rogue Squadron
113. Star Wars: Shadows of the Empire
114. Starshot
115. Super Mario 64
116. 1080° Snowboarding
117. Tetrisphere
118. Tonic Trouble
119. Top Gear Overdrive
120. Top Gear Rally
121. Triple Play 2000
122. Turok: Dinosaur Hunter
123. Turok 2: Seeds of Evil
124. Twisted Edge Snowboarding
125. Vigilante 8
126. Virtual Chess 64
127. Virtual Pool 64
128. Waialae Country Club: True Golf Classics
129. War Gods
130. Wave Race 64
131. Wayne Gretzky's 3-D Hockey
132. WCW Nitro
133. WCW/nWo Revenge
134. WCW Vs. nWo: World Tour
135. Wetrix
136. Wheel of Fortune
137. Wipeout 64
138. World Cup '98
139. WWF: War Zone
140. Yoshi's Story

Game Boy

141. A Bug's Life
142. Arcade Hits: Defender/Joust
143. Arcade Hits: 720 Degrees
144. Arcade Hits: Spy Hunter/Moon Patrol
145. Black Bass Lure Fishing
146. Blitz
147. Bomberman GB
148. The Bugs Bunny Crazy Castle 3
149. Bust-A-Move 2
150. Carrot Crazy
151. Castlevania Adventure
152. Castlevania Legends
153. Donkey Kong Land
154. Donkey Kong Land 2: Diddy's Kong Quest
155. Donkey Kong Land 3
156. Donkey Kong '94
157. Dr. Mario
158. FIFA Road to World Cup '98
159. Final Fantasy Adventure
160. Final Fantasy Legend
161. Final Fantasy Legend II
162. Final Fantasy Legend III
163. Frogger
164. Game & Watch Gallery
165. Game & Watch Gallery 2
166. Gex
167. Harvest Moon
168. Hexcite
169. International Superstar Soccer '98
170. James Bond 007
171. Ken Griffey Jr. Presents: MLB
172. Kirby's Dream Land 2
173. Kirby's Pinball Land
174. Legend of the River King GB
175. Legend of the Sea King
176. The Legend of Zelda: Link's Awakening DX
177. Logical
178. Mega Man
179. Mega Man V
180. Men in Black
181. Metroid II: Return of Samus
182. Mickey Mouse: Magic Wand
183. Montezuma's Return
184. Mortal Kombat/Mortal Kombat II
185. Mortal Kombat 4
186. Ms. Pac-Man
187. Mulan
188. Mystical Ninja Starring Goemon
189. NBA In the Zone
190. NBA Jam '99
191. Pac-Man
192. Pitfall
193. Pocket Bomberman
194. Pokémon
195. Power Quest
196. Quest for Camelot
197. Rats
198. Rugrats
199. San Francisco Rush
200. Shadowgate Classic
201. Shanghai Pocket
202. Small Soldiers
203. Smurf's Nightmare
204. Super Breakout
205. Super Mario Land
206. Super Mario Land 2: 6 Golden Coins
207. Superman
208. Tetris
209. Tetris Attack
210. Tetris DX
211. Tetris Plus
212. Turok: Battle of the Bionosaurs
213. Turok 2
214. Twouble
215. Wario Land: Super Mario Land 3
216. Wario Land II
217. WWF Raw

Upcoming Releases & Other Picks

218. 1942 (Game Boy)
219. A Bug's Life (N64)
220. All Star Basketball 2000 (N64)
221. Airboardin' USA (N64)
222. Andretti Racing (N64)
223. Army Men: Sarge's Heroes (N64)
224. Asteroids (Game Boy)
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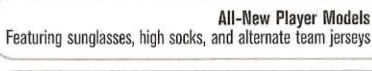
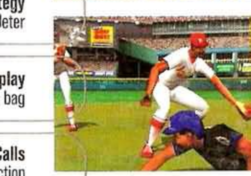
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